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HIDDEN DEPTHS



Adventure Module

STAR WARS® ROLEPLAYING

HIDDEN DEPTHS

This booklet contains an adventure designed to be run in two to three sessions, plus two additional sections containing GM advice. The additional sections cover rules for handling construction of a lightsaber hilt in play, as well as an in-depth look at how to run "Knight level" campaigns in which the PCs have already mastered the basics of their careers. The adventure in this booklet is intended to tie in with **Lessons from the Past**, the adventure in the back of the **Force and Destiny** Core Rulebook. However, it also stands on its own as an introductory adventure for new players, and contains advice for use in either form.

In this adventure, the PCs find a lead on a source of rubat crystals—a variant of kyber lightsaber crystals—on the rocky world of Phemis, and follow this information through unexpected trials to the prize they seek. They must evade the unceasing watch of an Imperial force dedicated to stopping the crystal harvest, and then escape again unscathed. However, their enemies have no intention of letting them leave Phemis with the crystals or their lives.

ADVENTURE SUMMARY

Hidden Depths is an adventure designed to provide aspiring Jedi with the crystals they need to complete their lightsabers, and to remind them of the grave threat the Empire poses to those who would seek to revive the fallen Jedi Order. The crystals from this adventure can be combined with the lightsaber hilts gained in **Lessons from the Past** to make new lightsabers, or with hilts made using the rules found later in this booklet if the PCs do not plan on completing that adventure.

The adventure begins with the PCs finding critical information about the planet Phemis, a minor Core World with limited resources and even less in the way of inhabitants. However, Phemis has one little-known treasure—rubat crystals, a form of kyber crystals, the rare minerals capable of serving as the focus of lightsabers. The Jedi Order was known to use these crystals long ago, but discontinued the practice in favor of the Ilum crystals that dominated the later days of the Order.

However, the Empire is well aware of the value of kyber crystals. The Emperor has made gathering them illegal, and placed a close watch on all known deposits of kyber crystals of any kind. Fortunately for the PCs, recent tectonic upheaval has made a new set of rubat deposits accessible, and the Empire has not had time to place more than a minimal watch over them. If the PCs can get to these barely guarded rubat deposits quickly, they may be able to harvest the crystals they need and escape before the Empire catches them. However, they must also evade the scrutiny of the commander of Imperial operations on Phemis, a legend of the Stormtrooper Corps known as "Ironarm."

THE PATH TO PHEMIS

Before the adventure, the PCs at least need to learn of the valuable rubat crystals on Phemis, and perhaps even hear about the crystal-rich canyon the Empire has yet to fully secure. There are a number of ways the PCs could discover this information, including tip-offs from an NPC contact or application of Knowledge skills. While specifics are up to the GM, several sample options are presented on the following page. Note that some of these options reference characters or other details from **Lessons from the Past**, and may need to be adapted to fit the campaign's current circumstances if the GM intends to use them without having already run that adventure.



A TALE IN TWO PARTS

This adventure is meant to be used in conjunction with **Lessons from the Past**, the adventure at the back of the **Force and Destiny** Core Rulebook. Between the two adventures, the PCs gain all they need to construct their own lightsabers and begin a new stage in their initiation to the ways of the Force.

Throughout **Hidden Depths**, sidebars appear with suggestions on how to integrate elements from the other adventure, in addition to several plot hooks referring to the events of **Lessons from the Past** that can take the PCs to Phemis. However, it is not required that the adventures be run sequentially, or that both adventures be run at all. If the GM wishes to run one adventure without using the other, or to change the assumed order of events, this adventure is written to accommodate those options as well.

If the GM is running **Hidden Depths** without having previously run **Lessons from the Past**, simply ignore the sidebars that reference the events of the other adventure. Additionally, if the GM does not plan to use the other adventure at all, he should figure out a different way to introduce the rules for constructing new lightsaber hilts on page 23, as the PCs need some means of housing the crystals gained in **Hidden Depths** without access to the holocron aboard the *Sanctuary*.

SIMPLY ACADEMIC

If any of the PCs have ranks in Knowledge (Education), or maintain ties to an institute of higher learning, it is possible that they might know geologists or other scholars who could point them in the direction of lightsaber crystals—including the rubat crystals of Phemis. If the PCs befriended Ashur Sungazer in **Lessons from the Past**, he may be aware of the ancient Jedi's association with Phemis, and might be able to connect the legends describing the planet with the longstanding ban on mining rubat (which predates the Empire's current implementation of the law). Ashur would absolutely pass the information along to the PCs.

THE RESISTANCE

A number of resistance organizations, from the well-known Rebel Alliance to more local concerns, carefully track Imperial activity—their survival depends on accurate information. If the PCs have any connection to an anti-Imperial group, they may be able to get information on sources for lightsaber crystals by tracking Imperial security details. A contact in a group undermining the Empire might have taken note of the recent shipment of probe droids brought to Phemis shortly after the crystal canyon opened, and informed the PCs. Depending on the group's resources, they could have even arranged for a ship loyal to the cause to transport the PCs to Phemis (see the sidebar titled **Traveling Companions** on page 6 for what this entails for the adventure).

ANCIENT HISTORY

If the PCs have access to the holocron found in **Lessons from the Past**, they can easily access a list of crystal-bearing worlds from the records stored within. Most of these planets are heavily quarantined or even removed from modern star-charts, but Phemis remains under notably light security, especially given its value to anyone aspiring to reclaim Jedi teachings.

The holocron is obviously unable to provide more recent information on Phemis, such as the existence of the recently unearthed canyon. However, it does maintain a catalogue of information about the planets it mentions, including geological and tectonic data that could set the PCs on the path to deduce the canyon's existence on their own. The GM could assume the PCs were able to calculate the canyon's eventual opening from the data, or have them pass it on to a contact able to crunch the numbers. In the latter case, the GM could also draw on the suggestions from **Simply Academic** or **The Resistance**.

LURED IN

Not all sources of information on Phemis are benign. Occasionally, the more proactive members of the Imperial Security Bureau leak limited amounts of restricted information to the underworld or other places as bait. Such an agent might deliberately botch suppression of a news story covering the tectonic activity on Phemis in the hopes that a Jedi shows up to be caught by the garrison stationed on the planet. If the PCs crossed Eren Garai in **Lessons from the Past** (and the ISB agent survived), he might try such a scheme in an attempt to bring down those who eluded him before.

Using this option changes some of the assumptions of the adventure. If Imperial forces are lying in wait for the PCs, evading attention becomes much harder. However, the delay between the leak of information and the PCs' arrival could make the Imperial garrison stand down from an alerted status, or perhaps the Empire's galaxy-spanning bureaucracy led to a miscommunication and kept the garrison from being alerted in the first place. If the GM decides to make the adventure a trap for the PCs, add □ to all Perception and Vigilance checks made by Imperial forces during the adventure (including probe droids). However, the high level of alert maintained for the trap should be made clear to the PCs, so that they can realize the truth by the end of the adventure, and rectify matters with the untrustworthy source who put them in such a mess.

PHEMIS



Astronavigation Data: Phemis system, Corellian sector, Core region

Orbital Metrics: 301 days per year/23 standard hours per day

Government: None (corporate interests operate under remote government from their native worlds)

Population: Approximately 10,000 (exact numbers are uncertain, as the opening and closing of mining operations causes frequent fluctuation)

Languages: Basic

Terrain: Cliffs, canyons, mountains, rock formations

Major Cities: None

Areas of Interest: The Grand Cavern, Spiremount, the Endless Tunnels, the Undersea

Major Exports: Raw minerals and ore

Major Imports: Labor, mining equipment, foodstuffs

Trade Routes: Corellian Run (via tributary)

Special Conditions: A fleet of Imperial probe droids makes regular sweeps of the planet's atmosphere, making unauthorized or unnoticed landings on the planet extremely difficult

Background: The planet Phemis is in the system of the same name, which itself is found on the outskirts of the Corellian sector in the Core. Despite the great population and traffic of the surrounding sector, Phemis has remained a backwater of little interest to the galaxy. Its difficult terrain and limited water supplies make it a poor choice for a colony, and the harsh rock formations that cover its surface contain few minerals of any significant value. As it stands, a number of small mines operate on its surface to extract what limited resources the planet has to offer. These mining companies often have claims dating back to the Old Republic, but from near their inception to the present era, there has been one constant on Phemis—the mining of rubat, a rare type of kyber crystal, is forbidden.

Phemis's geology includes several hardy species adapted to arid climates, including large and highly territorial quadrupeds and several variants of underground arachnids. There is also a wide variety of avian creatures, most of which follow long migratory routes from one source of fresh water to the next.

Phemis is currently interdicted by Imperial order, and evidence indicates there is some sort of Imperial presence on this world.

UNUSUAL GEOLOGY

The forbidding appearance of the crags and cliffs on Phemis might lead observers to assume that Phemis is regularly riven with the geological instability needed to shape its landscape in such a fashion. In truth, Phemis is an exceptionally stable planet from a geological perspective, where even minor groundquakes happen infrequently. This incredible stability allows mining deep underground to proceed with ease. However, no planet is entirely free of tectonic activity, and when Phemis does suffer from tremors and groundquakes, it does so on a massive scale that can completely reshape much of its surface. Such events are believed to occur on a millennial scale, if not farther apart, but miners on Phemis are nonetheless drilled for a total evacuation of their sites, if necessary.

HISTORY OF PHEMIS

Corellian explorers discovered Phemis early in the history of the Old Republic. The records of the planet that survived the Empire's censors indicate traffic to the planet dating back several thousand years. Phemis would likely have avoided even the meager attention it received if not for a strange curiosity noticed by the initial surveyors—signs of repeated visitation by unknown offworlders. This oddity piqued further interest in the planet by commercial and scientific interests hoping to find something of value. These investigations laid the groundwork for the mines that operate on Phemis to this day.

The truth of the offworld visitors dashed all hope of unearthing secret treasures on Phemis. The Jedi Order revealed that they had long visited Phemis for its precious rubat crystals, which were connected to the Force and could be used in the construction of lightsabers. The Jedi eventually convinced the Senate to declare rubat deposits a protected resource that belonged exclusively to the Jedi, and to limit mining efforts that might endanger the deposits. Although the Jedi Order later turned to the world of Ilum as a near-exclusive source for lightsaber crystals, the legislation protecting the kyber crystals of Phemis remained on the books for centuries, as no one valued anything else about Phemis enough to challenge it.

After the fall of the Jedi Order and the transformation of the Republic into the Galactic Empire, Phemis once again came to the attention of powerful galactic policy-makers. The Emperor was well-acquainted with the properties of rubat crystals, and had no interest in allowing them to reach whatever Jedi had escaped his purge. The ban on rubat mining was reaffirmed amid the Empire's new laws, with mere possession of the crystals becoming a punishable offense, and a small garrison placed on the world to ensure the security of the newly-contraband resource.

TERRAIN AND CLIMATE

The harsh environments of Phemis have played a significant role in preventing any serious colonization of the world. Although it is firmly within the habitable zone of its star, and its climate is generally mild outside the frozen polar regions, the planet is nonetheless hostile to civilized life. Phemis has little to offer in the way of flat surfaces for construction, with jutting rocks, deep canyons, and towering mountains covering most of its surface. Furthermore, the crust of Phemis consists of a densely compacted stone that is difficult to bore through, limiting terraforming and even underground construction.

Because of these obstacles, the corporations with mining claims to Phemis typically establish their operations inside known cave networks and expand from there, rather than attempting to create new sites. Attempting any other method of construction is more than just a technical challenge. Nearly all of the planet's

IMPERIAL SECURITY ON PHEMIS

The exact details of Imperial operations on Phemis are a highly classified secret. Everything from the garrison's location to the exact complement of troops within it is known only to the garrison commander, his troops, and a handful of trusted agents of the Emperor. For the purposes of this adventure, there are only a few relevant details the GM needs to know.

Although the Emperor considers Phemis a priority, he is also aware that it became obscure among even the Jedi. Combined with the impossibility of garrisoning every cave and tunnel network on the planet, the Empire developed a defensive strategy of rapid response with active automated patrolling. The troops on Phemis scarcely leave their garrison except to inspect mines for contraband or perform training exercises. All serious reconnaissance is performed by the network of probe droids that sweep the skies and tunnels near known rubat deposits. This means that any encounters the PCs have with Imperials should be dependent on detection by the probe droids. If they evade the probe droids, they evade the Imperials as well.

Furthermore, although the garrison troops are well-trained and kept at a state of constant readiness, they are rarely called into serious action. When an alert goes up, a strike team is sent according to standard procedure, and any back-up sent is based on the team's assessment of the situation. Of all the personnel at the Imperial garrison, only the commander knows how to improvise for the kind of trouble a group of dedicated PCs can cause, and he is likely to have left the base by the time that occurs (see **A Final Complication** on page 19). As such, good planning and quick thinking by the PCs should be able to minimize any Imperial interference, and the GM should be sure not to swamp the PCs with strike team after strike team even if the probe droids catch on to them.

TRAVELING COMPANIONS

While the focus of the adventure should remain on the PCs' activities once they arrive at Phemis, it is definitely worth considering how they arranged their transport. The stakes of the final confrontation with the Imperial garrison (see **A Final Complication** on page 19) are much different when the lives of trusted companions are being threatened than they would be if a hired freighter captain is at risk. Ultimately, the matter of transport does not have any impact on the events of the adventure, but it can change the tone of how those events play out—especially where potentially recurring NPCs are involved.

If the PCs do not have transport of their own, the GM can have them arrange transport with an NPC: Captain Myra Joraan. Captain Joraan has her own ship, the *Last Laugh*. Captain Joraan is sure to want considerations for use of her vessel, but she dislikes the Empire enough that the PCs can convince her to help them in order to spite the Empire. The *Last Laugh* is a ZH-25 Questor light freighter, found on page 265 of the Core Rulebook.

Of course, the GM is free to invent any form of transport for hire that he wishes. Smugglers bold or desperate enough to make a run past Imperial security on Phemis are common in the seedier ports of the galaxy, and can be hired for a modest amount of credits (if this is the PCs' first adventure, it can be assumed they handled this payment with additional resources that do not impact their initial starting funds). It might also be possible that whatever ally brought Phemis to their attention can furnish them with transport in some way.

Whoever is transporting them, and whatever the cost required, the PCs are almost certain to be arriving in a freighter of some sort with limited combat capabilities. Also, evading Imperial interdiction is danger enough for the captain of most any vessel; additional support during such a risky mission costs more than the PCs can pay. Even calling in for pickup is not possible—the captain should insist on comm silence to avoid attention (this also makes it easier to maintain the surprise of Ironarm's ambush at the end of the adventure). Once the PCs set foot on Phemis' soil, they are on their own until their return.

limited water supply is locked underground, and can only easily be found by following the cave networks created as it flows beneath the planet's surface. By operating within the cave systems, the mines are able to access the planet's water table and avoid the costly importation of the vital resource.

The only above-ground constructions on Phemis are the various loading ports and docks for cargo shuttles used to carry away the ore mined deep beneath them—with one exception. The location of the Imperial garrison on Phemis is a closely guarded secret, but a number of signal-boosting comm relays are maintained across the planet's surface to ensure that Imperial probe droids are always in communication with the strike teams poised to respond to their alerts.

RUBAT CRYSTALS

Raw rubat crystals are found growing from deposits of a variety of other minerals on Phemis. The exact circumstances that lead to the forming of a cluster of rubat crystals are unknown, and are possibly related to their Force-attuned nature. In the initial stages, a thin film of crystal dust forms on the surface of the central deposit, before gradually expanding into a number of long spires—if left undisturbed. The variety of rubat crystals used in lightsabers were made by selecting fully formed crystal growths, which could be up to a third of a meter in length, and carefully carving them down to a smaller, purified core.

A properly refined rubat crystal can produce a lightsaber blade of dazzling clarity. Some Jedi believed the carving and harvesting process amplified their bond with their crystal, though this may be the stuff of mere legends and folklore.

Mechanically, rubat crystals function identically to Ilum crystals, as described on page 197 of the **Force and Destiny** Core Rulebook.

THE CRYSTAL CANYON

In recent months, rare tectonic activity has wracked Phemis. Many caves and tunnels wholly or partially collapsed, although seismic sensors provided sufficient warning to evacuate the mining sites on the planet without significant incident. A number of promising ore deposits were lost in the upheaval, but the revelation of countless new sites has led to a fresh flurry of activity across the planet.

Among these new deposits were a number of caverns rich with rubat crystals, which the planet's Imperial garrison is still scrambling to fully document and quarantine. Its greatest concern is currently a vast canyon stretching out over one hundred kilometers, and branching into a network of caves seeded with rubat

deposits. The garrison's science teams are still surveying the full extent of the cavern network, and the sheer size and accessibility of the canyon has stretched the probe droids patrolling Phemis to their limit. The Imperials have found no way to fully quarantine the canyon without compromising their security elsewhere. The Emperor is certain to divert more troops and materiel to Phemis soon to secure this breach in the planet's surveillance, but until the troops arrive, there is no better time to gather the first rubat harvest in centuries.

However the PCs manage their trip to Phemis, they are able to pass into orbit of the planet without encountering any space-based security or surveillance. The situation changes drastically as their ship approaches low orbit, however. As the PCs make it into the planet's atmosphere, read or paraphrase the following aloud:

The canyon your sources promised is visible without the aid of sensors, a narrow scar snaking across the planet's surface. However, before you can begin planning your approach, the sensors chime a warning—several probe droids seem to be hovering along the canyon's length. You can detect them because they are running constant, active sensor sweeps. Trying to get past the droids may take some fancy flying, or you can settle for a landing spot away from the canyon.

EVASIVE FLYING

If the PCs want to try flying past the probe droids without being noticed, they can do so with some fancy ground skimming. The southern end of the canyon opens up into a vast, jumbled valley of jagged rock spires, and if the PCs approach from that direction, they should be able to set down at the southern mouth of the canyon before the probe droids notice.

Flying through the rocky terrain requires a **Piloting (Space) check** with the difficulty set by the speed and size of the PCs' ship (see page 246 of the Core Rulebook). However, the PCs must be traveling at minimum speed 2 in order to make it to the landing zone and away before the Imperials notice them. Add ■ to the check for the rough terrain.

If the PCs succeed, they reach the southern mouth of the canyon without incident. ⓨ ⓨ means they spot a nearby location for their ship to hide until their quest is complete. ⓞ may inflict strain on the PCs or system strain on the ship. ⓥ means the ship suffers a minor collision with a rock spire (see page 248 of the Core Rulebook). Finally, failing the check means the ship is spotted by a wandering probe droid (see **Raising the Alarm** on page 9).

If the PCs are not piloting the ship (if they've hired a vessel, for example), the pilot refuses to put his ship in





danger and insists on setting down far away from the canyon (see **Walking In**, below).

Once the PCs disembark, they must climb up the jagged rock spills that issue out of the canyon's southern mouth, and make it into the canyon proper. Each PC must make an **Average (◆ ◆) Athletics check** with ■. Success means the PC climbs up the rock spills and enters the canyon. ❍ ❍ ❍ can be used to help a comrade, decreasing another PC's check difficulty by one to a minimum of **Easy (◆)**. Failure means the PC suffers two strain in his climbing attempt, and must wait a few minutes to try again. Finally, while ❍ can be spent to inflict strain, ❍ ❍ ❍ or ▽ indicates the PCs start a small rock slide, and the noise catches the attention of a probe droid. The moment when all the PCs have made it up the rock spill is an excellent time for a probe droid to stumble upon the party (see **Raising the Alarm** on the next page).

WALKING IN

If the PCs chose to land at least ten kilometers from the canyon, they can do so without attracting the attention of the probe droids. Read aloud or paraphrase the following:

As you step out of your ship, you take in the harsh and rugged landscape before you. Phemis seems to be made up entirely of spikes, cliffs, and rocky outcroppings, surrounded by drifts of sand and dust. The dry heat promises an unpleasant hike before you even reach the canyon and its Imperial patrols.

Once the ship touches down at the landing site, the PCs can depart and make their way to the canyon. The distance involved would not be a significant trip on most worlds, but the harsh terrain of Phemis makes for slow going. In addition, the sharp rock outcropping and twisting crevasses can quickly get an unwary traveler lost.

To navigate the outcropping and reach the canyon, one member of the party must make an **Easy (◆) Survival check** with ■ ■ due to the twisting terrain and harsh climate. Success means the PCs find the right route towards the canyon. Failure means the PCs get lost briefly, losing a few hours in a branching ravine or trapped on an outcropping before the PCs can attempt the check again to see if they pick up the correct trail. Keep track of the number of times the PCs fail this check.

In addition, after the PCs have found the correct trail to the canyon, each PC must pass an **Easy (◆) Resilience check** with ■ due to the hot temperatures. Increase the difficulty of everyone's check by one for each time the PC failed the preceding Survival check. Failure means that PC lowers his strain threshold by two for the remainder of the session as he suffers mild heat stroke. The PCs also suffer one strain per ❍.

Finally, once the PCs reach the edge of the canyon, they each must make an **Average (◆ ◆) Athletics** or **Coordination check** to climb down into the canyon. The descent is tricky, with steep, rock-covered slopes. Success means the character makes it to the bottom without a problem. ⚙ inflicts strain due to the stress of climbing, while failure means the character gets a bad start and has to try again. Failure with ⚙ ⚙ or more means the character slips partway down and falls from short range of the bottom (see the rules for falling on page 221 of the **Force and Destiny** Core Rulebook). ▽ on any check means that PC's descent is noticed by a probe droid (see **Raising the Alarm**).

AVOIDING NOTICE

The PCs' reaching the canyon without being detected is only the first step in keeping the Imperials off their backs. Entering the cave networks may shield them from aerial scans, but more probe droids patrol the caves themselves.

This second line of defense is not immediately obvious, but the PCs can find a sign of the additional activity with an **Easy (◆) Perception check** as they approach the caves. Basic success reveals something out of the ordinary, like a comm relay installed in a cave mouth. Rolling three or more ✲ on the check means the PCs get a clearer sign of what they are up against, such as a battered probe droid hull that shows signs of running afoul of territorial wildlife (see **Butting Heads** on page 12 for a description of one of the most likely culprits). Forewarned PCs can avoid the patrols of the underground probe droids with an **Average (◆ ◆) Stealth check** when traveling through the caverns.

If the PCs are unaware of the additional probes, or fail to avoid the patrols, they can try to bring the droids down before they can transmit an alarm. The droids themselves are not stealthy, and are sure to be spotted by any PCs that they manage to detect. Resolve such an encounter as described in **Raising the Alarm**, below.

Additional measures to avoid detection are possible with a creative approach or additional equipment. The PCs might be able to use the local wildlife to distract or disable the probes, as described in the section titled **Canyon Creatures** on page 11. Additionally, they can seek out the comm relays used by the droid network with sensor equipment, and sabotage these signal boosters with an **Average (◆ ◆) Mechanics** or **Computers check**. If the PCs disable any nearby comm relays, then any probes encountered deeper in the caves would flee nearer to the surface until they are able to get out a signal, granting the PCs an additional chance to destroy them. PCs carrying sensor- or communication-jamming equipment have a similar advantage.

RAISING THE ALARM

If the PCs are detected by a probe droid at any point, the GM can run the following encounter. The encounter can follow the same basic rules, although the GM may want to modify the description or setting based on where the encounter occurs. To begin the encounter, read or paraphrase the following aloud:

An ear-splitting electronic screech pierces the air, echoing off the sandstone rocks around you. Too late, you notice an active probe droid nearby. A number of lights on its sensor apparatus glare red for a moment, and it opens up with its blaster while drifting away form the party at high speed.

The probe droid first approaches the party from amongst a patch of difficult terrain (either some rocky scree-covered slopes or amongst a collection of rocky outcroppings). The probe droid rolls Cool for Initiative. The encounter begins with the probe droid at medium range from the PCs, and all terrain between them and the probe droid is difficult terrain.

The probe droid's tactics are straightforward. It is attempting to gather information on the PCs, transmit that information, and harass them while staying intact. If it begins any of its turns at short range or engaged with an opponent, it maneuvers until it is at least at medium range. If it begins its turn at medium range (as it does at the start of combat), it attacks with its blaster,

PROBE DROIDS

The primary obstacle to exploring Phemis is the a legion of probe droids. The garrison uses the ubiquitous Viper probe droid made by Arakyd Industries. These droids have an impressive suite of scanning equipment, repulsorlifts that allow them to navigate any terrain (including the vast networks of caves and canyons), a variety of manipulator limbs, and a built-in blaster for defense. The Empire sends swarms of them across any areas deemed valuable for mining rubat, keeping an eye (and sensor suite) out for any intruders.

A series of communication relays set up across the planet's surface and in the better-mapped caverns supports the droid patrols. These relays can pick up an alert that might otherwise have its signal blocked or degraded by intervening terrain. This unmanned defense network is favored for its efficiency and effectiveness as well as its low cost. However, the dependence on early warning from the probe droids means that intruders who can think on the fly, or seize on compromised parts of the network before they can be repaired, can capitalize on the system's weaknesses.

then either opens the range further or takes cover behind rocky outcroppings (giving it ranged defense 2 instead of 1). It stays in difficult terrain when possible, to slow pursuit.

If the PCs encounter a probe droid when flying in, the GM should simply have the probe droid appear at medium planetary range, and remain in heavy cover (ranged defense 2) while attempting to hide. The PCs can attempt to shoot it down from their starship, but remember the probe droid is silhouette 1 and hard to hit. Any hit with a vehicle weapon, of course, destroys it instantly.

If the PCs are unable to disable the droid by the end of the first round, the droid successfully transmits an alarm to the local garrison.

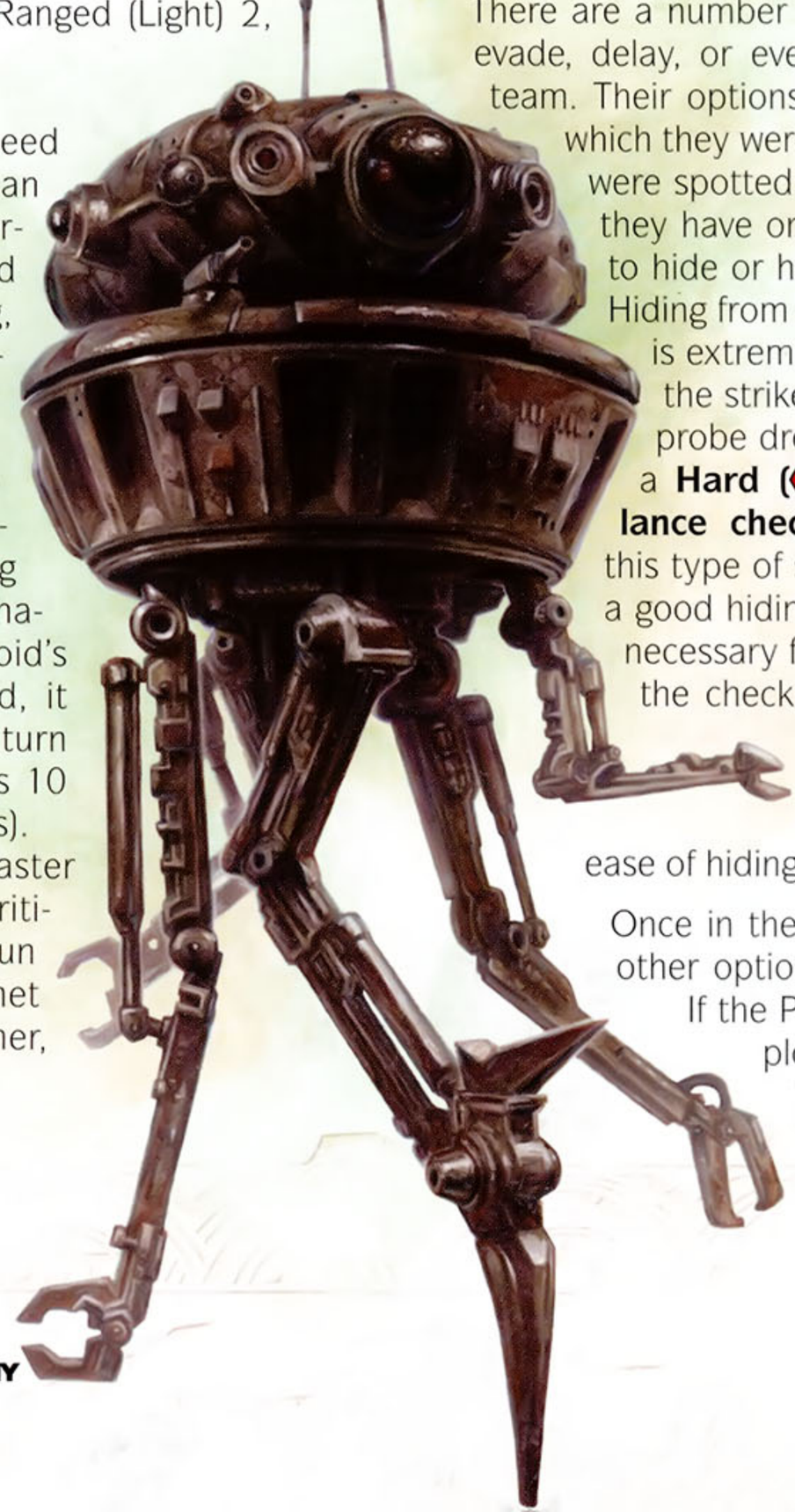
VIPER PROBE DROID [RIVAL]

The Viper probe droid is a clever and vigilant exploration and reconnaissance droid produced en masse by Arakyd Industries to be the eyes and ears of the Imperial military machine. Deployed throughout the galaxy in hyperspace pods to reconnoiter countless worlds, the Viper is both relentless and thorough. These traits also make it an excellent sentry, a part of certain garrison forces that need to guard large areas.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	3	1	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
4	12	0 | 1

Skills: Cool 1, Perception 2, Ranged (Light) 2, Survival 2, Vigilance 2.
Talents: None.
Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins), Hover (when hovering, does not have to spend additional maneuvers when navigating difficulty terrain; otherwise, does not allow Probe Droid extra capabilities beyond those of a normal, walking character), Self-destruct Mechanism (should the Probe Droid's mission become compromised, it may self-destruct as an out of turn incidental; this explosion does 10 damage to engaged characters).
Equipment: Built-in blaster (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), long-range holonet communicator, life form scanner, long-range sensor array.



GARRISON RESPONSE

The adventure obviously does not end if a probe droid successfully transmits the alarm back to the garrison. An Imperial strike team is deployed to investigate the alarm, however, consisting of two squads of specially trained and equipped Imperial stormtroopers (colloquially known as "cavetroopers"). Each squad consists of three cavetrooper minions. If the PCs' group numbers more than four (or the GM feels that the group is especially combat-capable), each group is also accompanied by a single Viper probe droid.

Despite the certainty of troop deployment once the PCs are discovered, the details of what discovery actually means for the PCs may vary. If the PCs were not directly detected (such as if the droids picked up their approach of the canyon after the fact, as described on page 9), the Imperials need to track them from the actual point of discovery. Similarly, if the PCs were detected while within the tunnels, the Imperials need to navigate the cave networks themselves.

The PCs need not remain stationary, either. Even with access to rapid deployment craft, the Imperial strike team cannot arrive within less than an hour of the alarm sounding, and the team may not even approach their vicinity for three or more hours if the trail is muddled. This gives the PCs plenty of time to figure out an appropriate way of dealing with the armed response on their tail.

HIDING FROM THE PATROLS

There are a number of methods the PCs can use to evade, delay, or even eliminate the Imperial strike team. Their options are limited by the situation in which they were discovered, however. If the PCs were spotted on the way over to the canyon, they have only a few options, such as trying to hide or hustling over to their destination. Hiding from the patrol in such circumstances is extremely difficult, given the assistance the strike team receives from the fleet of probe droids. One of the PCs must make a **Hard (◆ ◆ ◆) Stealth versus Vigilance check**, opposing the troops. Since this type of stealth primarily involves finding a good hiding spot and staying put, it is not necessary for more than one PC to attempt the check. If the PCs manage to make it to the canyon before the patrol shows up, they can add □ to any Stealth checks due to the ease of hiding amongst the canyon's caves.

Once in the canyon or caves, the PCs have other options to deal with the strike team. If the PCs have already had time to explore any of the winding tunnels in the area, they could attempt

to set a false trail or other diversion with an **Average (◆ ◆) Survival check**. This check can receive □ or ■ as appropriate depending on how much time the PCs have spent exploring before being discovered. PCs with access to the appropriate tools or other gear might even set a trap in the tunnels. The difficulty of such a check varies with the trap being devised. Rigging a cave-in to block the trail behind them would require an **Average (◆ ◆) Mechanics or Survival check**, while placing grenades or explosives to collapse a tunnel on the Imperials without endangering the PCs would be a **Hard (◆ ◆ ◆) Mechanics check**. The PCs could also try to turn the local wildlife on the Imperials by baiting their pursuers through the webs of a rubat spinner or past the territory markers of a canyon charger (see **Canyon Creatures**, below, for details). Finally, PCs can flee through the tunnels and hope the Imperials get lost before they do. This tactic requires beating both squads of the strike team in Opposed Survival checks. If the PCs lose the check versus one squad but succeed it versus the other, they are confronted by one squad initially, with the other being called in as reinforcements shortly afterwards.

DISCOVERED BY THE PATROLS

If the strike team is able to confront the PCs directly, they demand a surrender once, then attack immediately if refused. Obviously, surrendering to Imperial troopers is foolish, if not outright suicidal, but this offer gives the PCs one last chance to attempt something clever. Use of the Influence Force power with the appropriate upgrades could deal with the guards without killing them, or a false surrender might be able to lure the guards in close. In most cases, encountering a strike team will be resolved through combat. The ruthlessness of the Imperial army can place the PCs in a kill-or-be-killed situation, and they do not gain Conflict for defending themselves against this threat.

If the PCs can manage to properly deal with the strike team, whether by dispatching them or by losing or diverting pursuit, they are once again able to search the canyon for rubat normally. However, if they run afoul of additional probe droids during their continued search, additional forces are sent to respond to the continued intrusion.

The garrison dispatches two additional squads, or three additional squads if both squads were eliminated. These squads also attempt to track the PCs through the canyon. If these new pursuers are also bested, then no further reinforcements are sent—the garrison instead decides to rely on a trap set for when the PCs prepare to leave Phemis (see **A Final Complication** on page 19).

IMPERIAL STORMTROOPER "CAVETROOPERS" [MINION]

Certain detachments of the Imperial stormtrooper corps are trained for rapid response actions in a variety of environments, allowing them to quickly move through a particular kind of terrain to reach and destroy a given target. The troops stationed on Phemis are from such a training program, and have traded in their standard issue armaments for carbines and long-bladed vibroknives more appropriate to combat in the planet's cavern systems. They also wear lighter, flexible armor similar to that worn by scout troopers.



Skills (group only): Athletics, Discipline, Melee, Ranged (Heavy), Vigilance.
Talents: None.
Abilities: None.
Equipment: Blaster carbine (Ranged [Heavy]; Damage 9; Critical 3; Range [Medium]; Stun Setting), oversized vibroknife (Melee; Damage 5; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), scout trooper armor (+1 soak), low-light vision gear (remove ■ ■ from checks due to darkness).

EXPLORING THE CANYONS

The map on page 15 is intended to give the GM a good overview of the layout and the crystal caves to either side of the PCs. This section contains an overview of the various encounters the PCs may have as they explore the canyons. Potential locations for these encounters are noted on the map.

However, the GM should not feel constrained by the map when running his PCs through the adventure. The encounters are modular so that the GM can adapt to PC decisions on the fly. Introducing rubat spinner nests, cave-ins, and other hazards when circumstances call for it can keep the PCs on their toes and the adventure interesting.

CANYON CREATURES

The Imperial defenses swarming the crystal canyon are not the only hazards. Despite its harsh conditions, Phemis is inhabited by a number of hardy native species. The recent seismic activity has thinned all of the limited life on Phemis, but some of the most resilient

and dangerous species managed to come through the catastrophe relatively unscathed. Two such species are native to regions like the newly revealed canyon, and small groups have already migrated into the newly opened spaces.

The use of these creatures in the events of **Hidden Depths** is entirely optional. However, these creatures do not have to be used as simple combat challenges for the PCs to overcome. Instead, they can be used to liven up events with additional challenges and hazards if the adventure is progressing too quickly, or to provide hard-pressed PCs with another resource if matters have gone horribly wrong. In both cases, the GM can emphasize solving the obstacle or opportunity through creativity and cleverness, rather than simply killing wild animals. Of course, if the GM and players want to make them simple combat encounters, there's nothing wrong with that!

BUTTING HEADS

One of the first things taught to a new miner on Phemis is how to recognize the signs of territory claimed by a canyon charger. The charger spits the thoroughly gnawed bones of other fauna into gruesome piles at the borders of its hunting grounds, although such markers can be sparse when the charger has not hunted well. Large stones or boulders in the region are often marked or cracked from the charger's attentions, a behavior some xenobiologists believe allows the charger to shape its crest into a more effective weapon. Anyone foolish or ignorant enough to disregard these signs does so at great risk. These great beasts are highly territorial, and seem to take the presence of any living thing other than themselves within their ranges as a personal affront. Worse, the beasts are quite capable of tracking an intruder from the slightest trail, and are as unstoppable on the hunt as they are in direct confrontation.



Once an unlucky intruder gains the attention of a canyon charger, the furious creature pursues the interloper relentlessly. The charger does not stop its hunt until its prey has fled the area or it is reduced to a pile of battered meat. For some reason, however, it loses all interest in following a trail—or even a fleeing enemy—the moment it passes outside the charger's territory. Tales exist of canyon chargers halting a headlong rush at prey as soon as their target moved past a territorial marker. This mercy does not extend to anything perceived as an actual threat, of course—the chargers are not stubborn or stupid enough to ignore someone taking potshots at them from just outside the territorial boundaries. Of course, even a well-travelled PC is unlikely to know any of these details. An **Average (◆ ◆) Knowledge (Xenology check)** can provide some limited information upon encountering territorial markers or other signs of a charger's presence. Otherwise, the PCs have to learn about their territorial instincts the hard way.

To make the best use of a canyon charger in the adventure, the GM should have the PCs encounter one on the outskirts of its territory. Such an encounter gives the PCs a chance to figure out the creature's behavioral patterns through first-hand experience, especially if the GM includes territorial markers or similar details in setting the scene.

Once the PCs know the trick to avoiding the creature's wrath, they can try to figure out how to get past it without further confrontation, or make use of this knowledge to bait any Imperial pursuers into drawing the attention of such a beast. Although the canyon chargers do not usually include caves in their territory, particularly cunning PCs might even be able to set them on rubat spinners or probe droids in the tunnels by moving their territorial markers into the caves, or by angering one enough to draw it into further pursuit. Such activities should involve the PCs making an **Average (◆ ◆) Survival check**, with ■ due to the creatures' short tempers.

PHEMIS CANYON CHARGER [RIVAL]

These huge quadrupeds measure nearly four meters tall at the shoulder, and their blocky construction

makes them more than six meters in length from the tips of their stub-like tails to the grinding beaks with which they tear apart their prey. Their most notable feature is the massive crest emerging from their skull—a thick ridge of bone that curves forward past the flattened face of the beast and is used as its primary weapon.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
5	1	1	2	3	2

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
5	20	0 | 0

Skills: Perception 1, Survival 2, Vigilance 1.
Talents: None.
Abilities: Silhouette 3. Trample (If the canyon charger takes a maneuver to move closer to its target before attacking, it gains ☐ to its combat check and deals +2 damage).
Equipment: Ridged skull crest (Brawl; Damage 9; Critical 4; Range [Engaged]; Disorient 4, Knockdown).

CRYSTAL WEBS

Many miners on Phemis consider the spider-like creatures known as "rubat spinners" bad luck. Even those workers who consider themselves completely free of superstition view the sight of their glittering webs as an omen of sorts—one that heralds the imminent shutdown of operations nearby. The spinners are highly dangerous predators known to attack creatures as large as Wookiees when hungry enough. What's more, they only gather near deposits of the forbidden rubat crystal, meaning that the Imperials soon swoop in to order a mine shutdown in the area.

Spinners consume a wide variety of minerals and incorporate them into their carapace, giving their swollen abdomens the appearance of enormous jewels. However, the same diet that makes them such a wonder to behold also augments their natural armor and weaponry. While rubat spinners lack the territorial inclinations of canyon chargers, they are no less dangerous to underestimate. They spin webs reinforced with the same minerals that armor their carapace, which can be used to herd prey through tunnels where they can be more easily ambushed. Unlike the webs used by many similar species across the galaxy, the webs of rubat spinners completely lack adhesive properties. Instead, they are extremely resilient to any attempts to break through. The webs also serve as a sort of warning system that alerts the spinner to particularly aggressive prey, as their crystalline fibers ring out when struck or damaged.

Rubat spinners can serve several roles through the adventure, but are perhaps best used as an indirect element. Instead of having the PCs be ambushed by a hungry spinner, the GM can get better use from a patient hunter that slowly places webs in their path, or even an abandoned set of tunnels strewn with barriers from a long-dead inhabitant. Navigating an area with thick webs should require an **Average (◆) Coordination check** with one difficulty upgrade. The webs of a rubat spinner are extremely difficult to destroy, with even newly formed webs requiring a **Hard (◆◆◆) Athletics check** to break through with raw muscle, or attacks that can deal 10 or more total points of damage. Older webs consisting of multiple layers are even more resilient (upgrade the difficulty once or increase the required damage to 12 for "old" webs).

⚙ on the check could lead to the crystalline chiming of the web alerting a nearby spinner or any probe droids patrolling the tunnels (which are programmed to investigate the noise immediately). The fragments of a damaged or broken web could also be dangerous, with a ▽ indicating the razor-sharp pieces breaking loose and inflicting a Critical Injury (with −20 to the roll) on the PC attempting to break through. The GM can also spend ⚙ ⚙ ⚙ or ▽ when the PCs are operating in areas with webs to have the PCs become immobilized for three rounds.

Despite their danger, the presence of rubat spinners or their webs could also be a boon to PCs in need of a weapon against pursuing strike teams. If the PCs

have had time to explore the tunnels, they could use a blocked off area to set up an ambush or to divide their enemies. They could also attempt to draw the attention of rubat spinners onto the Imperials through "ring and run" tactics taking advantage of the noise-making properties of the webs as they pass, or by leaving a timed grenade under a web in a tunnel through which their pursuers might pass.

RUBAT SPINNER [RIVAL]

The ten-legged rubat spinner is far sturdier than its spindly limbs would indicate. Although its bulbous central mass is under half a meter in length, the dense minerals strengthening its carapace allow it to out-mass and overpower prey more than twice its size.



Skills: Brawl 2, Stealth 2, Vigilance 2.
Talents: None.
Abilities: None.
Equipment: Limb spike (Brawl; Damage 5; Critical 3; Range [Engaged]; Pierce 1).

ENVIRONMENTAL HAZARDS

In addition to hostile wildlife, the PCs may be confronted with some of the hazards of exploring underground passages—especially since tectonic activity only recently exposed these. Not everything here is geologically stable, and a cave-in or underwater passage can prove just as deadly as an ornery canyon charger.

The GM can introduce these environmental hazards when the PCs explore the parts of the cave system likely to have them, as detailed on the map on the next page. Alternatively, he can simply introduce them when he feels they are appropriate.

CAVE-IN

While moving through one of the cave sections, a portion of the roof collapses. Unwary PCs may be pummeled with rubble, or even buried. Have each PC make an **Average (◆◆) Vigilance check**, then read aloud or paraphrase the following:

As you walk along the passageway, you hear an ominous crack in the cave's ceiling. Without warning, part of the cavern's roof collapses downwards, throwing jagged rock shards and choking clouds of dust into the passageway.

LIGHT SOURCES

The caves the PCs travel through have little to no natural light. As long as one or more of the PCs thought ahead and brought a light source such as a glow rod, this does not prove a problem. However, without at least one light source, the PCs find themselves blundering blindly through the tunnels (suffering ■■■ on all checks and potentially injuring themselves as they walk off ledges or into walls).

Any PC who failed the Vigilance check suffers one wound (ignoring soak) plus one additional wound per ⚙ generated. ⚙ generated on a successful check results in 1 strain per ⚙ rather than one wound. ▽ on a failure means the PC suffers a critical injury. ✱ means that the PC can react quickly enough to save a fellow PC from injuries he would otherwise suffer (this applies even on a failure; in this case the PC pushes his friend out of the way but cannot save himself).

BAD AIR

The cave system is badly ventilated. At one point, the characters enter a cavern where gasses from the planet's heart have polluted the air, making it dangerous to breathe. Read aloud or paraphrase the following:

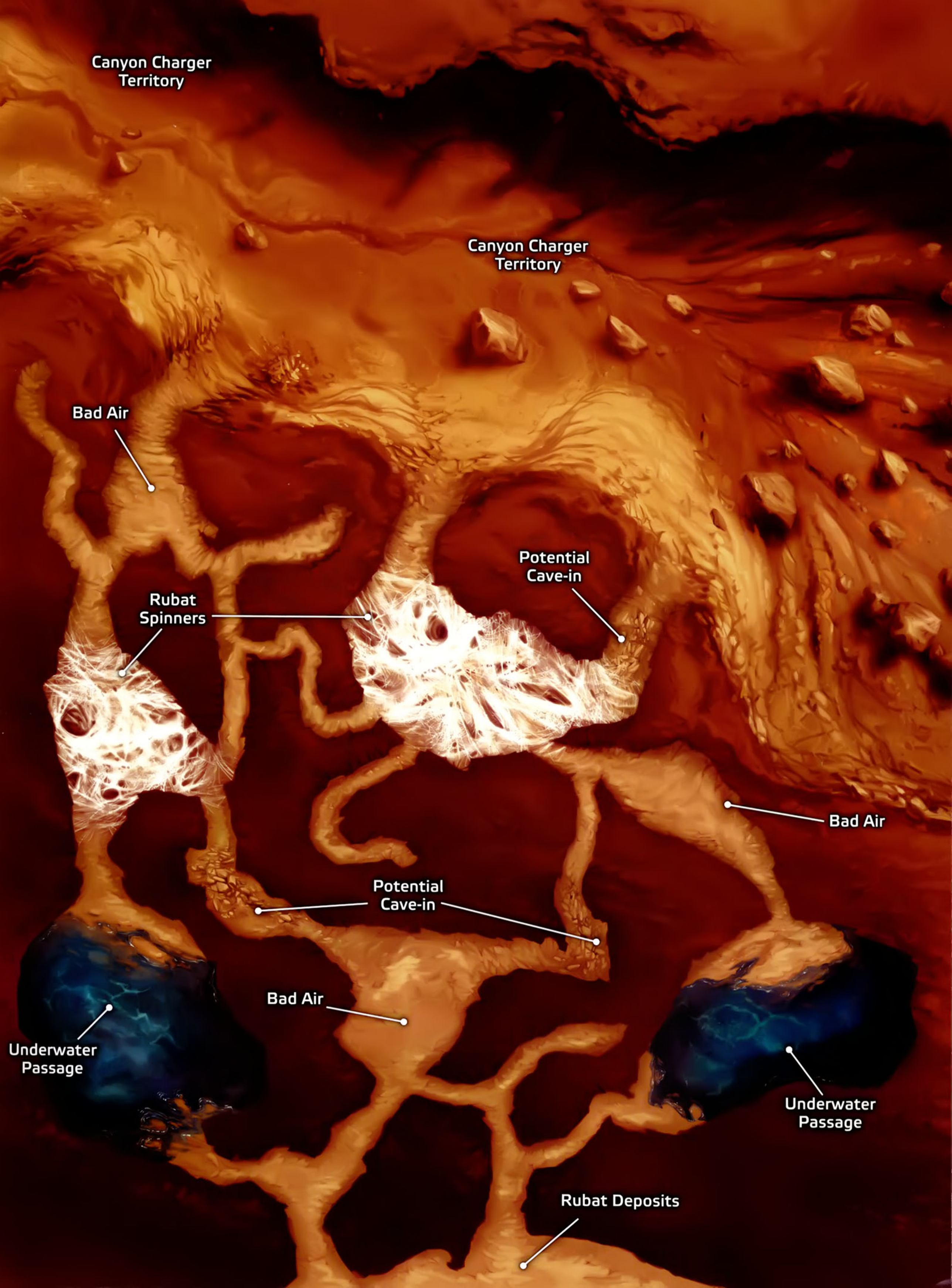
The cavern in front of you is shaped like a shallow bowl, where the floor collapsed downwards into a depression. The passage seems to continue on the far side of the room, but as you descend into the middle of the bowl, your eyes begin to water and hacking coughs rip through your lungs.

Each PC must make an **Average (◆◆) Resilience check** (unless he has a respirator, other breathing gear, or doesn't need to breathe). Success means he can resist the ill effects long enough to get through the cavern. Failure means he suffers four strain. Any ⚙ inflict one additional strain per ⚙. A result with ⚙⚙⚙⚙ or ▽ means the character succumbs to the gasses and collapses to the floor. He must make another Resilience check (this time with ■) to see whether he can stagger to his feet and make it to the far side of the cavern.

The gasses are heavier than the rest of the air, so if the PCs can make it across the cavern, they can escape the effects of the gas.

UNDERWATER PASSAGE

Most of the water on Phemis exists below the planet's surface, running in underground rivers through the extensive cave networks. In this encounter, the PCs find that their path is blocked by an underground waterway. Read aloud or paraphrase the following:


Canyon Charger Territory
Canyon Charger Territory
Bad Air
Rubat Spinners
Potential Cave-in
Bad Air
Potential Cave-in
Bad Air
Underwater Passage
Underwater Passage
Rubat Deposits

The passage you're following merges with an underground stream of cold, brisk water burbling along the floor of the cave. You turn a corner to find the passage dead-ends into a small underground lake. The water seems still, cold, and clear. However, if you hold your light over the surface, you think you can make out the dark shadow of another passage in the lake's depths.

The PCs may want to determine whether or not the underwater passage is the right way forward, or simply a dead end. Scanning devices detect that the passage proceeds underwater for a short distance, then rises up above the water level and continues. Uses of the Seek or Foresee Force power reveal the same information.

Swimming through the underwater lake requires an **Average (◆ ◆) Athletics check** with ■ due to the extremely cold water temperature (Amphibious PCs automatically pass the check and can help their landbound comrades, decreasing others' checks to **Easy [◆]**). Success means the character can swim through the passage in two rounds. If he fails, he doubles the time it takes to swim through the passage to four rounds. ⚙ ⚙ or ▽ means the time takes an additional round. If the PC spends too long under water (PCs can generally only hold their breath a number of rounds equal to their Brawn characteristic), they start to drown. See pages 220 and 221 of the **FORCE AND DESTINY** Core Rulebook for more information about drowning and suffocation.

RUBAT AT LAST

Rubat deposits are typically found within large caves deep within the tunnel systems. Exactly how long it takes for the PCs to find such a cave is up to the GM, but it is recommended that they face at least some additional challenges travelling through the cave system before finding one. The PCs also should not find such a crystal-bearing cave until they have dealt with any pursuers that might have discovered their presence, as they cannot stop for long enough to harvest the crystals while strike teams are on the way to interrupt the task.

However, there are more than just gameplay considerations to take into account when deciding how the PCs encounter a crystal cave. In places like the crystal-bearing canyons of Phemis, the Force permeates the air and flows strongly through the tunnels. When Force-sensitive individuals enter such places, they are guided and tested by the Force itself, and their path is shaped by its influence. The GM should set up encounters throughout the tunnels to reflect this effect.

For example, the fear of discovery by probe droids or pursuing strike teams can cloud the PCs' connection to the Force, obscuring the passages that would lead them to their goal until they have overcome their fear. PCs can master this challenge by controlling their emotions and thoughts enough to sneak past the probes, or by defeating or otherwise overcoming a strike team. Mechanically, this is identical to overcoming challenges in the normal fashion. However, a GM thinking in terms of the Force's guidance can make these events feel much different to the players. After the PCs deal with their troubles, the GM may reveal the existence of a tunnel they somehow overlooked in their flight, or reveal a previously unobserved crack in the wall leading past a dead end.

Another possibility would be to have the encounters the PCs face on the way to the crystal cave be shaped by their own actions and emotions. A PC who favors a direct approach might find his path blocked by layer after layer of webs from rubat spinners, until he needs to consider an alternative path. Similarly, a PC with an excessive independent streak might find himself forced apart from the group until he can acknowledge the need for cooperation. The GM should take care that such encounters do not feel "preachy" or force the PCs to act in ways their players do not enjoy, however. A good way to get the dramatic effect of this sort of test without risking annoying the players is to involve the emotional weakness of a PC's Morality. Developing an appropriate test for each type of Morality can be challenging, and doubly so to personalize it to a particular PC's history or actions. Despite this, the result can be well worth the effort involved. Nothing makes the Force feel more like a living part of the campaign than for it to recognize and interact with the PCs on this level.

While providing a full list of possibilities of tests and guidance for how emotional weakness affects each individual PC is beyond the scope of this adventure, some possibilities are listed below. These examples can be simply dropped into the adventure as they are, but the GM should use them as the basis or inspiration for a more personalized encounter instead. Note that the PCs should eventually find the crystals; the following is intended to make the process more immersive.

- A character with the emotional weakness of **Anger** could find himself being hunted by an elusive rubat spinner or other local beast. The predator does not attempt to harm the PC, but approaches stealthily and trips or otherwise provokes him before rapidly withdrawing. Any attempts at retaliation do not defeat the creature, and attempting to pursue it only ends with the PC lost in the tunnels. However, if the PC ignores the provocation, the beast does not return.

- A character with the emotional weakness of **Jealousy** might be given a vision of the way to a nearby crystal cave, but sees the other characters entering it without him. If he withholds his vision, the rest of the group founders and becomes lost. If he decides to share the guidance from the vision for the benefit of the group, then he sees it again, this time with himself among them.
- A character with the emotional weakness of **Fear** could be placed in a situation sure to inspire dread—that of seemingly certain death. Separated from the group by a cave-in or ambush, he must act boldly and decisively in order to make his way out. Whether his decision is a resolution to protect the group from the fate he just suffered, or simply the resolve to sell his life dearly against encroaching predators, he finds salvation by turning away from it. Once he has come to terms with the danger it fades away, revealing the crystal he seeks.
- A character with the emotional weakness of **Recklessness** might see what appears to be a crystal cave at the end of a narrow and treacherous offshoot of the path. If he attempts to cross it, he must pass a series of Coordination checks of continually increasing difficulty. Success gets him closer to his goal, but never actually there, while failure leaves him in a precarious position, such as hanging from the lip of a ledge or backpedaling from a suddenly opened gap. If he chooses to abandon his attempt to reach the cave, the way back is safe and requires no checks to rejoin the group.
- A character with the emotional weakness of **Hatred** could find signs of an old enemy's presence within the tunnels. The enemy's trail is obvious to the character, and seems like it would be easy to follow. If he pursues the enemy, he loses any sign of guidance except the trail leading him further on. This trail leads him on an endless pursuit, although he may seem to be drawing close to his quarry at times. If he abandons his hunt, the way back becomes clear and he is able to rejoin the group without trouble.



- A character with the emotional weakness of **Apathy** might see what appears to be an Imperial soldier tormenting a helpless victim of some kind off in the distance. The soldier clearly does not notice the PC, and ignoring his cruelty could allow the group to pass without drawing Imperial attention. However, the victim's pitiful cries for help echo through the tunnels until the PC turns to confront the injustice. As he arrives upon the scene, the grisly tableau fades away, revealing a crystal.
- A character with the emotional weakness of **Obsession** could see what seems to be a better way forward through a transparent wall of ice along the path. However, there is no way for the character to break through the wall, and all his efforts to do so rebound upon him. If he simply ignores the temptation for a quick and easy shortcut, he soon finds the route he previously ignored leading him where he wanted to go.
- A character with the emotional weakness of **Arrogance** might find himself succeeding with unusual skill and aplomb at every task within the tunnels (reflected by the GM granting him ■ or downgrading the difficulty of his checks). If the group begins to rely on his success, or if the character pushes the other PCs to do so, his fortunes quickly sour (with any bonuses granted being replaced with equivalent penalties, such as □ instead of ■ or upgraded difficulties on checks that were previously downgraded). The character retains these penalties until he humbles himself enough to ask for assistance, or for someone else to take the lead.
- A character with the emotional weakness of **Coldness** could see a vision depicting him entering a crystal cave alone, and be tempted to follow its guidance towards the goal without the rest of the group. If he does so, he becomes lost in the tunnels until he returns for his comrades. However, if he shares the guidance he received with others, the vision leads them where they wish to go.

- A character with the emotional weakness of **Greed** might be tempted by seeing what appears to be the discarded gear of a long-past visitor, including a complete lightsaber. The gear seems to have been worked into some sort of impromptu shrine, with the gear placed neatly on a small pyramid or rocks. If he attempts to bypass his own search by taking this lightsaber, he finds that it is coated in a thick layer of grime, making it impossible to ascertain its condition. The grime cannot be removed with any tools the character has with him, and the lightsaber occasionally discharges foul sludge or oil from its inner workings if it is taken from its resting place. The character cannot find the crystal cave until he gives up the looted lightsaber, but when he does so, it falls to pieces and is revealed to be missing a crystal after all.
- A character with the emotional weakness of **Cruelty** could come across a vision of an Imperial officer or other enemy tormenting some helpless creature, or even an ally of the PCs. The vision would appear as real as anything else within the caves, but any attack upon the tormentor appears to also inflict equal harm upon the victim. If the PC is able to separate the notion of punishment from that of justice and choose to protect the weak without furthering a cycle of violence, then the vision fades and the path clears.

It cannot be emphasized enough that these sorts of tests are intended to push characters out of their comfort zones, but should leave the players firmly within theirs. While it can be acceptable to provide penalties and consequences in order to emphasize the power of the Force and the seriousness of such tests, these penalties should never leave a character powerless or remove him from the action. While it might seem appropriate to test a character with the emotional weakness of Coldness by rendering him helpless without the assistance of other players, penalties at that level rarely add to the fun at the gaming table. For that reason, if a player seems stuck in resolving his character's dilemma, the GM should consider allowing a check using Discipline, Cool, or another appropriate skill for him to realize what is going on.

Once the PCs have been through whatever level of tests and challenges the GM deems appropriate, they find their path illuminated by a distant glow—the light of a crystal cave. As the PCs enter the crystal cave, read or paraphrase the following aloud:

As you follow the faint illumination around a bend in the tunnel, you are momentarily halted in your tracks by the sight ahead of you. Glittering crystal spires jut out from the walls of the cave, shining with an inner light that seems to grow more brilliant as you approach. The cave is pristine, and as you step inside, you feel as if the outside world has fallen away, leaving you at peace, and one with the Force.

SELECTING A CRYSTAL

Finding an appropriate lightsaber crystal is not a simple task, even surrounded by the great clusters of crystals where rubat grows. From a purely practical standpoint, a crystal with even the slightest flaw can be disastrous to place within a lightsaber. The true challenge is much more than that, however.

A lightsaber is as much a sign of the bearer's attunement to the Force as it is a weapon, and the crystal within is its heart. In the days of the Old Republic, selecting an appropriate crystal was a sacred task among the Jedi. This was not done simply out of tradition or a sense of history. Rather, a true Jedi found his bond with the Force could guide him to a crystal that was uniquely and truly his, and that would respond to his will like no other. Although records of this ritual were lost in Palpatine's purge of the Order, echoes of it still linger in the Force itself, guiding worthy aspirants through a similar experience.

The GM should impress upon the PCs the feeling of sanctity within the crystal cave, as well as the stirring of an instinctual sense of direction from the Force. If the PCs rush to begin harvesting the crystals without consideration of these factors, the light within the crystals dims, and they find any attempts at harvesting the rubat yields only brittle shards. The PCs must continue through the tunnels, past additional challenges and tests, until they find another crystal cave they can treat with more respect.

If the PCs accept the guidance of the Force, then each PC finds his steps through the cave leading to a cluster in which his destined crystal awaits. Once the PCs have approached their crystals, read or paraphrase the following aloud:

The pull of the Force has taken each of you to a different place within the cave. You now stand before a large cluster of rubat crystals that seems to fill your vision. And yet, despite the size and grandeur of the deposit before you, you realize only a slight chip of crystal is needed. The inner glow of the rubat deposit seems focused at one point, which seems to sing out to you. With care and patience, you should be able to extract what you need without disturbing the growth of the other crystals.

THE CRYSTAL HARVEST

Harvesting the appropriate crystal from within the formation is primarily a matter of devotion and discipline. With the Force directing the PCs' efforts, they are able to extract their crystals without the need of tools or other aids. The process is slow and careful work, but the knowledge and skill to do so come from the Force itself. After some time, the PCs complete their harvest of

the rubat, and are now in possession of lightsaber crystals. What's more, these crystals bond to them through the harvesting ritual. Each PC gains an instinctive understanding of the rubat crystal they harvested, feeling the facets of the stone as if it were a part of his own body. Since this is his own lightsaber, he gains bonuses to modifying it (see page 196 in the Core Rulebook for more information).

A FINAL COMPLICATION

After the PCs retrieve their crystals, they can make their way out of the caves and back from the canyon. The GM should minimize further encounters and confrontations for the sake of pacing at this point. If concerned that this could damage the player's immersion into the narrative, the GM can emphasize that the Force's guidance leads the PCs out of the caves through a safe route, or he can foreshadow the upcoming confrontation by drawing attention to the conspicuous redeployment of probe droids from the area.

Of course, the PCs aren't fully clear of trouble yet. While they were underground searching for rubat, the ship that brought them to Phemis was spotted by a TIE fighter patrol. A strike team with scanning equipment was sent to secure the vessel for further investigation, and the Imperials have taken any remaining crew members prisoner aboard the PCs' ship. Signs of the PCs' presence were found on the ship, encouraging the garrison commander to join the team securing the ship. He stands guard over the ship personally, along with several small fire-teams of cavetroopers spread out over the area.

Read or paraphrase the following aloud as the PCs approach the ship:

As you approach the ship from around the jutting rock formation that hides it from view, you find an unpleasant surprise waiting for you: Imperial troops, led by a stormtrooper commander. As the stormtrooper turns towards the sound of your approach, you see the vambrace on the right side of his armor has been removed to expose a heavily-plated cybernetic arm.

If the PCs avoided all Imperial attention over the course of the adventure, read or paraphrase the following aloud as Ironarm addresses them:

The stormtrooper commander turns to face you. "You pathetic lot are all this ship dropped off? Too bad, I'd hoped to fight some real Jedi. Don't worry, though. You'll join their ranks soon enough." His cybernetic arm twists suddenly, and he draws an oversized vibrosword with a speed you can scarcely follow. You can feel his bloodlust and hate resonate through the Force—negotiation is not an option.

If the PCs were spotted by the probe droids, or otherwise drew attention from Imperial observers, read or paraphrase the following aloud instead:

The stormtrooper commander looks up, startled. "You're good, I'll grant you that. You've dealt with everything you could have expected, but I'm an exception, and you aren't Jedi. I'm going to ensure you stay that way." His cybernetic arm twists suddenly, and he draws an oversized vibrosword with a speed you can scarcely follow. You can feel his bloodlust and hate resonate through the Force—negotiation is not an option.

THE CONFRONTATION

While the focus of **Hidden Depths** up to this point has been primarily upon the PCs' ability to avoid or indirectly oppose the Imperial threat, Ironarm's presence in the adventure gives both the GM and the players a chance to cut loose and enjoy a major action scene before concluding the adventure. As such, the GM should use the narrative dice system and the other elements of the **Force and Destiny** system to their full potential in this finale.

The confrontation should take place in a relatively open area near the PCs' ship. Rock formations and treacherous scree-covered slopes should be scattered through the area, along with a ledge overlooking a steep (medium range) drop. The GM should be lavish in providing details for the situation, as Phemis' rock formations can be used to enhance cinematic play by creative players. Not only are they obvious sources of cover, but they could be uprooted and used as deadly weapons with the Move Force power. A particularly daring PC could even use the largest formations to attempt to hide himself as he sneaks aboard the ship to free his allies or activate weapon systems.

Besides Ironarm, the GM should include two minion groups of three cavetroopers (see page 11). One group stands right behind the stormtrooper commander, while the other stands guard over the ship. A single probe droid (see page 10) hovers just off the edge of the ledge (within short range of the lip and within medium range of Ironarm). If the group is badly hurt or

DO THE PCS HAVE LIGHTSABERS?

The final confrontation with Ironarm and his stormtroopers can be very different, depending on whether or not the PCs have lightsabers. It is perfectly possible that if the PCs have the information and material to build a lightsaber hilt, they may have possessed hilts before going into the caves (the information for constructing a lightsaber hilt can be found on page 23, and the PCs may have gotten this information in-game by way of Val Isa's holocron from the adventure in the **Force and Destiny** Core Rulebook, **Lessons from the Past**). If they have these, then they could add the crystals into the hilts and have lightsabers for the final combat.

If, however, the PCs do not have lightsabers, and do not have highly competent melee combatants (someone with a melee weapon that deals more than six base damage and has at least two ranks in the Melee or Brawl skill), the GM should consider removing Ironarm's Parry talent in order to make the combat a fairer challenge for the party.

does not have many combatants, the GM should reduce the minion groups to two cavetroopers each.

When combat begins, the stormtroopers with Ironarm attempt to engage the PCs in melee with their vibroblades (as does the commander), while the group near the ship attempts to move into cover with one of the rock formations and attack the PCs with their carbines. The droid remains hovering off the edge of the ledge, utilizing the drop to keep any melee-focused PCs from approaching it while peppering the party with blaster fire.

Before the fight, the GM should plan some good ideas for how to use dice results to make the fight as dramatic and memorable as possible. Stray shots could damage the rock formations on ⚙ or ☊, causing collateral damage to enemies or allies from the spray of shattering rock shards. A ⊕ could bring down a formation to crush enemies beneath it, while a ▽ result could trap a PC beneath collapsed stone from a similar effect. Checks made by (and against) Ironarm in particular could cause battlefield-modifying effects to highlight the main combatants in this fight. Between his great strength and huge weapon, he could carve through the terrain and cause tremendous collateral damage or similar effects with stray strikes or parries.

At the end of the fourth round of combat, a third minion group of two cavetroopers arrives, having been searching nearby when the fight began. Their arrival (if the fight is still ongoing) should alert the PCs that there are more adversaries nearby. If the PCs continue to stick around, four more minion groups of four cavetroopers apiece arrive at the end of the tenth round, and a *Lambda*-class shuttle escorted by four TIE fighters and carrying twenty stormtroopers and two stormtrooper sergeants arrives in ten minutes (see pages 260, 261, 407, and 408 in the **Force and Destiny** Core Rulebook for their profiles). The GM should warn the PCs about these reinforcements, either by letting the PCs hear the approaching howl of twin ion engines, having the party or a crew member pick up the ships on scanners, or even giving one PC who is strong in the Force a premonition of danger.



Once the PCs have defeated their opponents, they can enter the ship and free the crew being held prisoner within. At this point, they should prepare for take-off and a trip far away from Phemis—as well as for the assembly of their new lightsabers.

"IRONARM," STORMTROOPER COMMANDER [NEMESIS]

Although the Stormtrooper Corps largely discourages individuality among its members, some unique warriors arise who develop a name and reputation that goes far beyond their operating number. The Stormtrooper who would earn the epithet "Ironarm" was among the first batch of enlisted men to join the Corps as clones began to fall out of favor.



He served with brutal, if undistinguished, efficiency until a mission pitted his squad against a rogue Jedi who had escaped the fall of the Order. He lost his squad and his arm in that fight, but took the Jedi down alone after her last reserves were spent. Legend among the Stormtrooper Corps has it that he earned his unofficial designation not because of his cybernetic replacement, but because he choked the life from his quarry with his remaining arm during the fight. Whatever the truth, Ironarm does not speak of it, except through the pitiless gleam that emerges in his eyes at the mention of the Jedi.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	2	3	4	1

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE
5	18	14	0 | 0

Skills: Athletics 3, Discipline 3, Leadership 2, Melee 3, Ranged (Light) 2, Resilience 3, Vigilance 2.
Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Parry 4 (when struck by a melee attack but before applying soak, suffer 3 strain to reduce damage by 6).
Abilities: Tactical Direction (may spend a maneuver to direct one Stormtrooper [or Cavetrooper] minion group within medium range. The group may perform an immediate free maneuver or add □ to their next check).
Equipment: Reinforced vibrosword (Melee; Damage 6; Critical 2; Range [Engaged]; Pierce 2, Vicious 1, Cortosis), 2 frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Medium]; Blast 6; Limited Ammo 1), stormtrooper armor and cybernetic prosthesis (+2 soak), cybernetic arm, utility belt, extra reloads.

THE SURVIVOR'S RAGE

The GM should remember in this fight that Ironarm is a Nemesis-level enemy, and therefore just as capable of surviving injuries past his wound threshold as a PC would be. This means that Ironarm is very likely to be alive after the fight to reclaim the ship, albeit incapacitated and helpless. The PCs don't have to leave him this way, but executing a helpless enemy is an action fraught with Conflict. If the PCs finish off Ironarm while he is incapacitated, they each receive 7 Conflict.

However, mercy can be its own form of danger with an enemy like Ironarm. If the PCs best him and allow him to live, he becomes obsessed with getting his revenge. Ironarm was able to get a new arm after a Jedi took one from him, but the PCs wounded his pride, and no one makes cybernetic egos. His failure to secure Phemis is likely to leave him in disgrace, but removal from his garrison post only frees him to seek assignments across the galaxy where he could track down the PCs and atone for his previous failure.

The GM does not have to use Ironarm as a recurring enemy, even if he lives. His superiors may keep him in check and occupy his obsession for vengeance with postings against other enemies of the Empire. However, Ironarm's relentlessness could make him an excellent long-term foil for the PCs. Even if the PCs already have one recurring antagonist from a previous adventure, such as Eren Garai from **Lessons from the Past**, Ironarm can provide a counterpoint to their methods, emphasizing the wide array of threats to nascent Force-users in the

GUILT BY ASSOCIATION

The PCs may not be done dealing with Ironarm's ambush even after they leave Phemis. Depending on how they arranged transport, they may have an awkward or dangerous situation to work out with the ship's crew afterwards. Some possibilities for how this situation could play out are listed here.

If the PCs had hired a smuggler, they are unlikely to have to worry about long-term consequences. As long as the PCs can pay whatever fee they promised, then the incident is accepted as a risk of the job. If the PCs misrepresented their intentions or the danger of the situation, the captain might insist on additional pay for his crew being thrust into harm's way.

If the PCs' allies provided the ship, then the consequences of the ambush depend on the relationship the PCs have with those allies. Anti-Imperial freedom fighters are unlikely to look askance at the situation—if the goal was accomplished then it was a victory for the cause. The risk of opposing the Empire is well-known to anyone involved in such a struggle. If the PCs got help from a civilian friend or contact, then the GM must consider both the reaction of the transport crew, and of the contact, who may not be thrilled at the complications.

galaxy. There are a number of ways in which to use him as a recurring nemesis. If he retains any control over his assignments after his disgrace on Phemis, he could arrange to be posted at locations where the PCs have been known to visit or operate. In this case, he serves as a sort of obstacle for the PCs to avoid or circumvent.

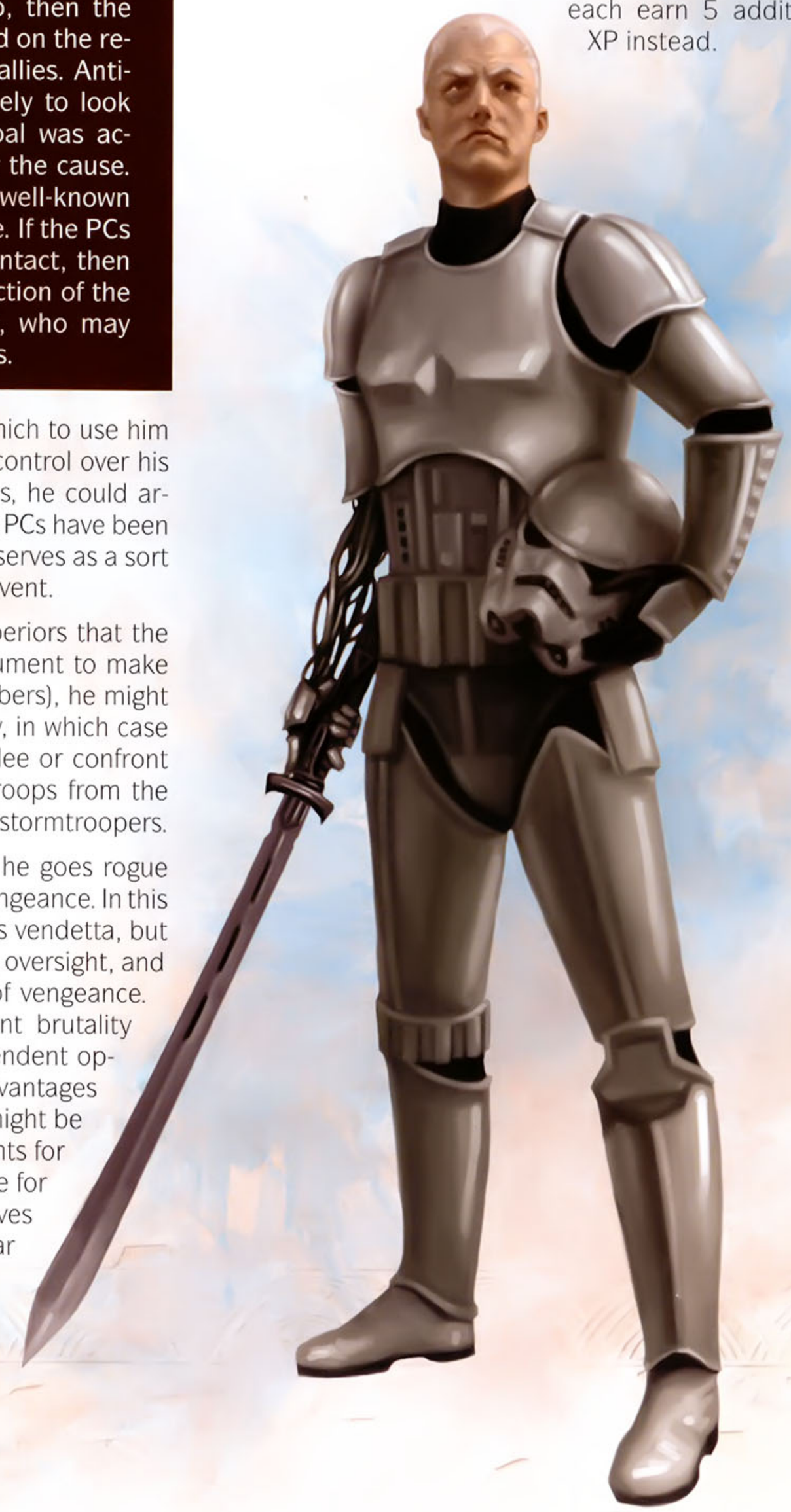
If he is able to convince one of his superiors that the PCs are a true threat (not a difficult argument to make regarding proven Force-users with lightsabers), he might even be assigned to pursue them actively, in which case he becomes a hunter whom they must flee or confront again, possibly leading a task force of troops from the Imperial Army or even consisting of other stormtroopers.

The last possibility for Ironarm is that he goes rogue when denied the opportunity to pursue vengeance. In this case, Ironarm lacks Imperial support in his vendetta, but he is also free of the Empire's restrictions, oversight, and any other obstacles from his campaign of vengeance. His single-minded approach and inherent brutality might limit his effectiveness as an independent operator, but this hindrance has its own advantages in terms of story opportunities. Ironarm might be forced to turn towards underworld elements for help in his hunt, providing a nasty surprise for the PCs when they attempt to liberate slaves from a crime lord or achieve some similar effort, only to find their old enemy operating as an enforcer. If the ex-stormtrooper remains truly independent, his methods could lead to causing collateral damage that his old masters cannot tolerate any more than the PCs. The possibility that the PCs might need to compete against the Empire to bring Ironarm to justice—or even cooperate with its agents in an uneasy alliance against him—provides some truly rich narrative possibilities.

XP REWARDS

The PCs should receive the standard experience point rewards for each session, as determined by the GM. In addition, each PC can earn the following awards.

- Each PC should earn 10 additional XP if they managed to avoid Imperial attention altogether.
- If the PCs were detected by the Imperials, but managed to deal with their pursuers without resorting to battle, they should each earn 5 additional XP instead.



CRAFTING A LIGHTSABER

In the days before the purge of the Jedi Order, it was traditional for every Padawan learner to construct his own lightsaber. This was not a test of the would-be Jedi's aptitudes or skills, but a rite of passage hallowed by countless years of tradition. Now, with the secrets and treasures of the Jedi purged from much of the galaxy, those hoping to carry on their traditions must construct their own lightsabers out of simple necessity. A few hilts or even fully functional lightsabers can still be found in private collections or aboard ancient vessels such as Val Isa's *Sanctuary*, but these examples are incredibly rare. Gaining access to them is even more incredibly perilous.

Fortunately for the PCs in **Force and Destiny**, characters may build their own lightsabers, even if they are not technically gifted or learned in ancient lore—although such qualities certainly help. The following section details the construction process of a lightsaber.

LIGHTSABER CONSTRUCTION RULES

Although lightsabers are true marvels of galactic technology, part of their wondrous nature comes from the elegant simplicity of their design. Apart from the wondrously rare crystals that create the weapons' signature blades, the rest of the construction relies primarily on a power source, an energy emitter, appropriately rugged circuitry, and a hilt with basic controls. Constructing the hilt of a lightsaber is fairly easy—it's obtaining and shaping the crystal that prevents most from fashioning one.

To construct a lightsaber, first the character must construct the hilt. To do so, the character must first either obtain some basic information on the construction, or intuit the design through existing sources. Old records, a holocron, or being able to reverse-engineer an existing lightsaber hilt can all give the character the information he needs to build a lightsaber. Meditation and attunement with the Force aid the aspiring lightsaber craftsman, as the wisdom of the countless generations of Jedi who have passed into its embrace guide him. Even when the Jedi Order was at its peak, the Force was considered the ultimate teacher on the topic, and many lightsabers were constructed while meditating with a "hands-free" telekinetic process.

BUILDING THE HILT

Mechanically, a character constructs a lightsaber hilt by first amassing the proper materials and making a check. Obtaining the materials is a simple process, requiring the user to amass 300 credits worth of parts without a check (the cost of a basic lightsaber hilt), or making an **Average (◆◆) Streetwise check** to obtain them instead. The majority of the cost lies in acquiring a suitable energy source, such as a diatium power cell, but other components are also required. Notably, the actual housing of the lightsaber hilt is of negligible cost unless the PC building it desires otherwise. Only the internal workings of the lightsaber are of real significance, and a length of industrial piping works just as well as an elaborate electrum-plated masterpiece at housing the weapon's crystalline heart.

Once the character obtains the materials, he can construct a lightsaber hilt by succeeding on an **Average (◆◆) Mechanics** or **Knowledge (Lore) check**. If the character does not have access to information on how to construct a lightsaber (such as via a holocron or other data archive) the GM can either decide that he may not attempt to construct it, or he can increase the difficulty to **Daunting (◆◆◆◆)**. Assembling the hilt requires three days of careful concentration and assembly.

✲ AND ➤

A successful check indicates successful construction of a basic lightsaber hilt, as described on page 177 of the **Force and Destiny** Core Rulebook. Every additional ✲ beyond the first reduces the assembly time by four hours (to a minimum of four hours). If the check fails, the character fails to construct the hilt. He can attempt to construct it again, although at the GM's discretion, failure with ⚙ may mean some or all of the materials are lost and must be acquired a second time.

If successful, the character gains a basic lightsaber hilt, as found on **Table 5–8: Lightsaber Hilts** on page 177 in the Core Rulebook. However, for taking the time and effort to construct a hilt, he gains one additional benefit. When the character adds his first attachment (including a lightsaber crystal) to the hilt, he may automatically install one mod on that attachment without making a Mechanics check (he counts as automatically passing the check). This still counts towards the total number of mods installed on the attachment.

Although this process describes constructing a basic lightsaber hilt, at the GM's discretion, a player can use these rules to allow his character to construct any hilt for a lightsaber. If he does so, the cost for materials equals the cost of the hilt found on **Table 5–8: Lightsaber Hilts** on page 177 in the Core Rulebook, or the GM may increase the difficulty of the Streetwise check to obtain materials.

AND

Any results on the construction check can be used to expedite the assembly process. The character may spend to reduce the cost of materials by 25 credits per spent (to a minimum of 100), or add customization or ornamentation to the hilt (this does not have any mechanical benefit, but can make the hilt look interesting and unique at the player's discretion). may be spent to decrease the encumbrance of the hilt by one.

The character may spend to increase the number of hard points on the hilt by one, and may do this multiple times.

AND

If the construction check generates results, the assembly of the lightsaber hilt is more difficult and consumes more resources than expected. Each result either requires 25 credits of additional materials to be purchased to replace ruined components, or adds 12 hours to the construction process. means that the finished hilt is bulkier than expected, and its encumbrance increases by one.

UNIQUE LIGHTSABERS

Although building one's own hilt does not directly affect lightsaber crystals, it does give the character the chance to tweak his crystal (or another lightsaber attachment) upon installation.

As per page 23, when the character adds his first attachment (including a lightsaber crystal) to the hilt, he may automatically install one mod on that attachment without making a Mechanics check (he counts as automatically passing the check). This still counts towards the total number of mods installed on the attachment. This means that when a character builds his own lightsaber, as long as the first thing he installs is the crystal, it will be different compared to the "stock" version of the weapon.

If the character generates during construction, he decreases the number of hard points on the hilt by one. Multiple are cumulative, to a minimum of two hard points.



KNIGHT LEVEL PLAY

The **Force and Destiny** Core Rulebook introduces the concept of "Knight level play" as an option for players to make more advanced PCs on page 104, and provides some basic guidelines for GMs to use on page 321. This section delves into the details of Knight level play and provides a more in-depth understanding of what it means for a GM to run a campaign for powerful Knight level characters.

These guidelines are intended to cover a wide variety of scenarios within Knight level play, whether the characters have only recently been created, are newly elevated to that power level, or have already advanced beyond that initial threshold. This also includes characters who have earned at least 150 XP through gameplay and are now playing at a higher level than when they began. While the open advancement possibilities within **Force and Destiny** make covering every possible variation on Knight level play impossible, GMs should be able to combine the information here with their in-play experience to create the best possible game for their players.

CHARACTER CAPABILITIES

Even a newly created Knight level character has access to incredible capabilities. Such a character can be strong in the Force, wield a lightsaber with great skill, or simply have a broader range of capabilities than a normal character who has not yet reached the same degree of experience. Initially, Knight level characters may be relatively specialized in order to make the most out of their abilities, focusing specifically on Force powers or their chosen style of lightsaber combat without being able to afford mastery of both. As a Knight level campaign progresses, characters branch out from this initial specialization and become more powerful and capable. Guidelines on how specific capabilities of Knight level characters can affect the game are listed below.

THE FORCE IS WITH US

A starting Knight level character is likely to have a Force rating of 1 or 2. Those who initially neglect Force powers in favor of other capabilities may not invest in the Force Rating talent at first, which makes them similar to more typical **Force and Destiny** characters in this regard. It is not difficult for a Knight level character to acquire a Force rating of 2 using the Force Rating talent from his initial specialization, however. This can have a dramatic impact on the effectiveness of the character's Force powers, as even a single additional ⬡ means he is far more likely to generate ◑ without relying on ● results and risking Conflict. Above and beyond any overall increase in potential ◑ generated, this can make the difference between Force powers being considered a reliable tactic for the PCs and being a tool for emergency use only.

Once at least one PC has a Force rating of 2 or higher, the GM can expect to see a dramatic increase in the application of Force powers to solve problems. To some extent, this can be mitigated with the threat of Imperial attention, but the PCs should also be given a chance to put what they have purchased to good use.

A Knight level character may start with a Force rating of 3 or even higher with the appropriate specializations, especially if the player spends some of the initial XP from the choice of species towards this goal. This allows for truly impressive feats with the Force, but the change is one that makes existing capabilities more impressive rather than adding new options. The same is true as a character continues to increase his Force rating over further Knight level play.

A character with a higher Force rating can accomplish great things, but does not actually learn anything new once he has passed the initial hurdle of reliably generating ◑ without gaining Conflict. Instead, new capabilities for a character focusing on mastery of the Force come through purchasing additional Force powers or upgrading his existing powers.

A starting Knight level character is likely to have purchased at least one Force power, while one focusing on use of the Force may have many, or a smaller number of heavily upgraded powers. Each Force power a character possesses opens a new solution to problems. Most powers only offer an alternative to existing options initially, but can be upgraded to provide entirely new capabilities. For example, the basic use of the Heal power doesn't accomplish anything a stimpack couldn't do (although it may do it better). However, once the Mastery upgrade is acquired, a character with that power can accomplish a feat verging on the miraculous and restore life in beings it has recently fled.

At the start of Knight level play, Force powers are likely to fall between these two extremes. As a Knight level campaign goes on, they move from becoming useful tools to potentially game-changing effects. The GM should always keep track of what Force powers his players have access to, as well as any upgrades they have purchased that provide new capabilities for that power. Doing so not only prevents a good story opportunity from being undone because the GM neglected to consider the power of the PCs, but it also allows the GM to include challenges the PCs would not be able to handle without their specific capabilities.

LIGHTSABER COMBAT

Knight level characters have the potential to triumph over incredible opposition in combat situations, as every Knight level character may choose to start with a lightsaber. Of course, access to lightsabers is not exclusive



to Knight level play, and the GM for any **Force and Destiny** campaign should learn respect for these powerful and versatile weapons. However, there is a difference between a combat scene in which one or more participants are wielding lightsabers, and a true lightsaber combat. That difference comes from investment in the appropriate talents.

The capabilities these talents grant tend to fall into a few broad categories. Some of them, such as Parry, grant incredible defensive capabilities. In fact, such talents are often the only way to survive against an equivalently skilled or equipped opponent for any real length of time. Characters with one or more rank in Parry or Reflect are likely to find themselves capable of standing fast in the face of opponents that would quickly defeat a character without them. Other defensive talents offer less direct benefits, such as the capability to increase one's defense with Force Deflection or to protect allies with Circle of Shelter. The GM should make note of both kinds of talents in order to determine what kind of enemies the group can defeat or survive. Talents that allow one character to defend others are especially worth paying attention to, even if they are not Force talents. Choices like the Improved Bodyguard talent allow one character to spread the benefits of his investment in defense to the rest of the group.

Other talents increase a lightsaber's already formidable offensive potential. Some of these offer straightforward increases to the potential damage or accuracy of attacks, such as Falling Avalanche or Counterstrike. While the GM should not neglect to acknowledge the potency of these talents, the real game-changers are talents like Sarlacc Sweep, Improved Reflect, or Force Assault. With these talents, a character gains entirely new combat options that allow him to take on multiple foes at once, deal damage outside of his turn, or combine his mastery of the Force with his lightsaber techniques. The GM should note whenever a character takes one or more talents of this sort and be sure to allow the character a chance to practice his skills.

There are also those lightsaber-focused talents that are not particularly offensive nor defensive. Instead, they offer the character greater mobility or control of the battlefield. An opponent can be easily disarmed by a character with the Sum Djem talent, while a character can quickly advance through enemy fire with Djem So Deflection. In addition to their versatility in combat, many of these powers make for great narrative tools. The incredible feats of skill and acrobatics they allow can lead to gripping descriptions of events, or provide inspiration for unique narrative die results. A GM whose players make use of mobility and control tactics can get a lot of benefit from preparing interesting battlefields ahead of time, where the terrain or other local features can be either useful or detrimental to this sort of approach.

Some advanced combat talents that can be acquired with the experience available to Knight level characters are not restricted to use with lightsabers. A character with Unity Assault or Improved Field Commander can make his allies more potent in battle. Given the baseline competence of Knight level characters, having someone acting as this sort of force multiplier can be an extremely potent tactic.

AND OTHER CONCERNS

It is not simply the tools of the Jedi that make Knight level characters have such an impact on campaigns. Such characters have a great deal of XP to spend from the very beginning of play, and might end up with a wide range of capabilities beyond attunement with the Force or skill with a lightsaber. Most players are likely to spend at least some of their XP broadening their character's skill choices and acquiring talents that assist them in other pursuits. Certain specializations within the **Force and Destiny** Core Rulebook make primarily focusing on such pursuits an option, such as the Starfighter Ace or Artisan.

This can mean two different things for the GM when planning a Knight level campaign, depending on how the PCs are approaching these additional elements. If the PCs are investing in additional skills as a side pursuit but primarily focusing on other options, then the GM should simply take their increased capabilities into account when designing adventures. For example, if the GM notes that the PCs are investing in Computers and Mechanics, he could add an Imperial data archive or speeder park to an adventure that the PCs could co-opt using those skills, should they choose. However, if one or more of the PCs is investing heavily in these sorts of options, the GM should ensure his adventures always take this into account. Even if most of the players are interested in acquiring an ancient holocron deep in an Imperial base, the PC who invested heavily in being a pilot should not be left behind. Instead, the GM should arrange things so that his mastery of vehicles is essential to breaking into the base, and perhaps include advanced speeder schematics he could liberate from the base's databanks.

GM RESPONSIBILITIES

Once the GM has a solid understanding of his PCs' capabilities, he should use that knowledge to improve his plans for the campaign. To some extent, this is a matter of incorporating the PCs' capabilities as a consideration alongside the guidelines presented in **Chapter IX** of the **Force and Destiny** Core Rulebook. However, there are additional concerns specific to Knight level play that the GM should keep in mind. In broad strokes, the GM should make sure a Knight level campaign has an appropriate scope and stakes, making sure the players feel that their characters are making an impact on the galaxy. The GM may also wish to consider what the power of the PCs means in terms of their status as would-be Jedi.

SETTING THE STAGE: EPIC CONFLICT

While the early stages of a typical **Force and Destiny** campaign may be focused on recovering lost knowledge or dodging the Empire, matters change somewhat when the PCs reach Knight level. They are still likely to be interested in finding ancient holocrons or avoiding confrontations with overwhelming Imperial forces, of course. However, they are also capable of putting their discovered knowledge to good use, or of confronting the injustice of the Empire and doing something about it. Simply put, Knight level campaigns allow the PCs to turn the tables.

In the immediate sense, this means that Knight level characters are more than capable of dealing with simple thugs or soldiers, and can hold their own against dangers ranging from whole military units to the Emperor's Inquisitors. In the broader scheme of things, it means that they are capable of bringing about real change in the galaxy, from overthrowing Imperial governors or Moffs to restoring the teachings of the Jedi. While the first of these factors can inform adventure design, it is the epic conflict and scope of the latter that defines a Knight level campaign.

The best way to ensure that a Knight level campaign lives up to its promise of an epic conflict is to consider two key factors: the scale of events and the stakes for the PCs' actions. In both cases, the GM should keep things towards the upper end of the spectrum, with a grand scale and high stakes for the campaign. When considering the scale of the planned campaign, the GM should consider the PCs' Motivations, as well as any elements of their backgrounds that might invest them in specific struggles across the galaxy. The most obvious way to set up a grand scale is to pit the PCs against the Empire alongside the Rebel Alliance, but that isn't the only option. For example, if the PCs have ties to a particular planet or culture, then a campaign could focus on assuming leadership or advisory roles in that government, and protecting their people against any threat, whether from the Empire, the Hutts, or any other source. This approach balances the sense of grandeur and impact that a campaign can benefit from when countless lives are at stake with a more personal scope that keeps the PCs fighting for something that feels real. Without the former, the PCs aren't achieving all that they are capable of doing. Without the latter, the players may not feel that their achievements actually matter.

Similarly, the stakes for events in Knight level play should always be high, but this does not mean that every adventure should shake a whole sector to its core. After all, a single life can be among the highest stakes on offer, especially if it belongs a character dear to one of the PCs. The important thing to keep in mind when designing a Knight level campaign is that there should always be something to be gained by moving forward, and something that can be lost by holding back. In most cases, this "something" should have significance beyond the PCs themselves. An adventure in which the PCs must fight a detachment of stormtroopers in the wilderness in order to survive doesn't have high stakes, even if the characters' lives are at risk. This is because nothing really changes if they live or die. However, if the PCs are fighting the stormtroopers in order to keep them away from a Rebel base that must be evacuated, or to break past them and recover a holocron that could help them achieve a deeper understanding of the Force, then there are real stakes involved.

What's more, these sorts of stakes add up. If the PCs managed to help their Rebel friends escape their first base, then they have a vested interested in ensuring the Rebels continue to survive. Should the Imperials find and wipe out the cell the PCs saved once, then the PCs' previous efforts could come to nothing. Of course, such stakes don't need to be a binary issue of simply winning or losing. Getting the PCs to keep bailing the same Rebels out of trouble doesn't really add much to the stakes. If the Rebels escaped their first base with important Imperial schematics, and the PCs must decide between protecting their friends and completing the mission to deliver the schematics instead, then things get more interesting. When setting up stakes for an adventure, the GM should always consider them in terms of long-term consequences, rather than a set of cut-and-dried conditions. This not only helps feed back into the sense of scale for a campaign, but it provides inspiration for what the stakes of future adventures might be.

SCALING THE OPPOSITION

Any serious conflict needs to have two sides to it, or matters tend to settle themselves rather quickly. For the PCs to engage in the sort of climactic struggle that defines Knight level play, they need appropriate adversaries. First, the GM should make sure the enemies he uses reflect the sort of campaign he is running. If the PCs are crusading against slavery on Nar Shaddaa, they should see opposition from underworld figures or be targeted by shadowy assassins, rather than facing down direct assaults by Imperial stormtroopers. Similarly, if they are acting against prominent Imperial authorities, they should soon be seeing the best the Empire can muster.

However, when working things out in terms of narrative consistency, the GM should not forget the other key element of a successful campaign—the game mechanics. While the **Force and Destiny** system is focused on creating an interesting and dramatic narrative, that doesn't mean the GM should ignore mechanical concerns. In fact, the opposite is true. Good use of game mechanics can reinforce or enhance the overall experience for the players, while ignoring the mechanics in favor of predetermined conclusions can bog things down more than any amount of rule-checking could.

For example, if the PCs have really angered the Empire, it makes sense that they would have to face some kind of retribution, both in terms of narrative consistency and exciting gameplay. But while it might seem plausible for the Empire to hunt them down with battalions of hundreds of stormtroopers, that's not an interesting conflict to play through. It would take hours of dice-rolling to deal with them all, assuming the stormtroopers didn't obliterate the PCs in the first round or two of combat. On the other hand, if the Empire sends a small, elite force to deal with the PCs, then the GM has breathing room to add more detail and tension to the situation. He could tailor their profiles to match the PCs' own prowess, or set up traps and clever tactics that exploit known behaviors of their enemies, the PCs. Even if the legions of stormtroopers might technically be more likely to beat the PCs, the smaller team is likely to feel more threatening to the players because they have more time to engage with the threat. Having a character mowed down without a chance doesn't feel dangerous, it feels frustrating.

Taken as a whole, all this means that care and customization are the best tools the GM has to create memorable and interesting conflicts. Keeping the capabilities of the PCs in mind helps with this tremendously, so the GM should keep an eye on how the PCs are spending their XP. Even if the first custom encounter the PCs face doesn't work out, that's not necessarily a bad thing. The GM just needs to figure out what could have been improved and apply those lessons. If the PCs got trounced in a fight, then maybe their next foes should be less dangerous. If a battle dragged on for too long to stay interesting, the GM needs to figure out ways to keep things moving, or simplify the next fight slightly.

CHALLENGE IS MORE THAN COMBAT

There's more to keeping adventures interesting than dangerous enemies. Challenges come from all kinds of sources, including more passive or insubstantial obstacles. In most cases, the GM reflects this through the difficulty of the various checks the PCs must make over the course of the adventure. In some cases, the GM may add in a check for a task that would not require one under simpler circumstances, such as a Mechanics check to start up a starship before the Imperial troops bursting into the docking bay can board the vessel. The flexible nature of dice pools in **Force and Destiny** discourages hard and fast rules about setting difficulties, but the following are general guidelines the GM can use.

A Knight level character is usually able to succeed on **Average (◆◆) checks** without trouble, even outside his area of expertise. When making checks that involve a skill in which he has invested significant experience, he should also be able to handle **Hard (◆◆◆) checks** easily. Generally speaking, this is good. Setting characters up to fail at their tasks is rarely a good way to plan an adventure. The additional complications provided by ⟨⟩ and ⟨⟩ results are usually enough to keep things interesting without ignoring the obvious competence of a Knight level character. However, this competence also means the GM can include extremely difficult checks in a Knight level campaign to add tension without presenting a roadblock. Even a PC with a great deal of experience operating at Knight level might have trouble with a **Formidable (◆◆◆◆◆) check**, but he is likely to be able to make the result interesting instead of simply failing badly.

The narrative dice system of **Force and Destiny** provides other tools for creating challenging circumstances beyond simply increasing difficulty. Adding ■ for outside circumstances not only makes setting difficulties more flexible, but also allows PCs with appropriate talent investments a new way to showcase their skill by

cancelling the change to the dice pool. Of course, overuse of this tactic can cause problems, as the players should never feel that their talent investment is being cancelled out by added ■.

Perhaps the most interesting way to shake up a non-combat situation is to include a check involving ⬢. This brings a chance of ▽ coming into play, which can greatly change the PCs' circumstances. ⬢ can be added to checks in a number of ways, including opposition from skilled foes or being baked into the base difficulty of some rare checks.

One of the most common sources of ⬢ is when the GM spends dark side Destiny Points to upgrade an otherwise ordinary check. Involving a dark side Destiny Point in a check can keep a simple situation from feeling mundane, or increase the stakes in an already tense confrontation. What's more, the new light side Destiny Point created by the expenditure gives the PCs a valuable resource. Keeping Destiny Points moving back and forth across the table is especially important at Knight level, as a number of powerful effects from talents and Force powers depend on their availability.

SWEEPING VERSUS STRUGGLING

The previous sections provide the GM with tools to challenge Knight level players and to provide them with opposition appropriate to their incredible skill. However, one of the keys to successful Knight level play is knowing not just how to challenge the players, but when it is appropriate to do so. Sometimes, it is more interesting to allow the PCs a chance to cut loose with their skills and demonstrate just how powerful they are. After all, if the PCs are constantly facing opponents tailored to match their own power, they may not actually feel like the impressive heroes that they really are.

Balancing challenging opposition with easily overcome obstacles is more art than science, as the right ratio varies from group to group. Some players enjoy sweeping through their opposition, while others prefer a struggle to stay on top. Communication between the players and the GM is crucial, both before the campaign and between sessions. The GM can also gain a lot of insight by watching how players react to unfolding adventures. If they seem frustrated with the pace or difficulty of a given encounter, adjusting upcoming encounters to be less challenging can provide an outlet. Similarly, if they feel bored or unengaged with simple tasks, throwing in a powerful enemy to threaten them can shake things up.

Ideally, the GM should save sudden adjustments to the difficulty of adventures for emergencies, and provide variety throughout the broader scheme of things. Minor adventures featuring the PCs pursuing personal goals or dealing with smaller threats can make for a good downtime after a major challenge, just as linking together small-time threats to reveal a larger one can escalate matters better than simply dropping in a new threat.



The GM should also consider just what qualifies as an interesting but non-challenging encounter. Use enemies or obstacles that are too trivial to pose a real issue sparingly, even in lower-key adventures. After all, if the battle's outcome is a foregone conclusion, then there isn't much point to playing out each attack (unless the players really enjoy that sort of thing). In order to avoid this, the GM should keep a single question in mind when including minor challenges: "What about this challenge is going to allow the PCs to show off?"

Beating up some no-talent thugs in a spaceport doesn't require much, so it doesn't usually allow the PCs to shine even if they do it thoroughly. If the thugs in question are notorious criminals feared by everyone else in town, then their defeat gets a lot more interesting. Even if they aren't actually more of a challenge in combat, the adventure gets complicated when word of the PCs' deeds spreads. In fact, since the focus of the challenge isn't even on the question of whether the PCs succeed, the GM doesn't need to resort to the combat rules. That sort of situation could be resolved with an **Easy (◆) Lightsaber check** and use of narrative dice symbols, or even by assuming victory is a given if the PCs want it. In the latter case, any checks the PCs make would be for dealing with the fallout of their actions instead of trying the task in the first place.

KNIGHT LEVEL CHARACTERS IN THE *STAR WARS* UNIVERSE

While every **Force and Destiny** campaign is inevitably going to be unique thanks to its particular combination of players, characters, and adventures, there is a common pattern that campaigns often follow. In a typical campaign, the PCs struggle to recover the secrets of the Jedi and the Force, and to use these secrets for the good of the galaxy. Eventually, they master the teachings they have uncovered and create a legacy of their own, whether it is a reborn Jedi Order or a new doctrine unique to their own experiences. However, the *Star Wars* galaxy is a big place, with a lot of possibilities for diverging from this formula. Covering the full range of possibilities is beyond the scope of this kit, but some suggestions on how to use existing *Star Wars* material to change your campaign are provided below.

THE SKYWALKER SAGA

The entire *Star Wars* universe could be said to be the story of the Skywalker family. Certainly, this is the arc covered by the movies—the fall of Anakin Skywalker, and his eventual redemption by his son, Luke. While material from *Star Wars* Legends often touches on other stories, the Skywalker legacy is at its core. Your **Force and Destiny** game is under no obligation to treat this aspect of the setting as sacrosanct, of course, but GMs with a strong investment in the existing material may be interested in doing so.

If you want to keep your campaign cleaving as closely to the *Star Wars* canon as possible, there is a key consideration to remember that differentiates this style from the default approach: the PCs cannot be Jedi. In the canonical *Star Wars* universe, the legacy of the Jedi is lost until Luke Skywalker reclaims it, and he can't do that if the PCs have done it first! Before running a campaign like this, the GM should discuss this approach with his players. Some players may assume their characters should take Luke's role in the galaxy for the campaign, or take issue with the idea that there is an absolutely forbidden option. However, other players may find the idea appealing, especially if it means that their characters might eventually become part of what they see as the "main events" of the *Star Wars* universe.

OTHER ERAS

Most **Force and Destiny** campaigns take place during a specific time period in the *Star Wars* universe, when the Galactic Empire controls the galaxy and true Jedi no longer exist. However, material from *Star Wars* Legends covers a wide variety of other eras throughout galactic history, including times when the Jedi Order was a power to be reckoned with. In such time periods, a typical **Force and Destiny** PC would likely be a Padawan learner with the Order, while a Knight level character would be a true Jedi Knight. However, there is more to representing this change than the titles possessed by the PCs. Playing in an era with an active Jedi Order changes a great deal about the setting. Perhaps the most obvious change is that characters are no lon-



ger hunted fugitives, but the beneficiaries of a powerful and influential support structure. On the other hand, they are placed under a great deal of oversight, and must carefully manage their Conflict to avoid failing the Order's high standards.

Changes in other eras extend beyond the Jedi Order itself. The full extent of such details is also beyond the scope of this kit, but some of the more prominent changes to gameplay can be covered. To start with, eras with a powerful Jedi Order are also vulnerable to threats such as Dark Jedi or even the Sith—enemies whose numbers were affected just as much by Palpatine's purge of Force users as the Jedi. PCs in such an era can expect to match their lightsabers against equal combatants much more often. For related reasons, enemies without access to the Force often prepared more countermeasures against it in eras where they might expect to face Jedi. Droid guards who cannot be affected by the infamous 'Jedi mind trick,' as well as weapons and armor with the Cortosis quality, might be much more widespread in these time periods. PCs in an era with an active Jedi Order gain many resources, but also are faced with new challenges.

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SYMBOLS AND DICE PAGE 20

	Success ✲ symbols are canceled by Failure ▼ symbols; if there are any Success ✲ symbols left, the check succeeds.
	Triumph ✲ symbols count as Success ✲ symbols and may also be spent to trigger a powerful positive consequence.
	Advantage symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat ⬡ symbols.
	Failure ▼ symbols cancel Success ✲ symbols. If there are enough Failure ▼ symbols to cancel all the Success ✲ symbols, the check is a failure.
	Despair ▽ symbols count as Failure ▼ symbols (they cancel Success ✲ symbols) and may also be spent to trigger a powerful negative consequence.
	Threat ⬡ symbols indicate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage symbols.



SPENDING ADVANTAGE AND TRIUMPHS IN COMBAT PAGE 212

Cost	Result Options
or ✲	Recover 1 strain (this may be selected more than once). Add □ to the next allied active character's check. Notice a single important point in the ongoing conflict, such as the location of a blast door's control panel or a weak point on an attack speeder. Inflict a Critical Injury with a successful attack that deals damage past soak (cost may vary). Activate a weapon quality (cost may vary).
or ✲	Perform an immediate free maneuver that does not exceed the two maneuver per turn limit. Add ■ to the targeted character's next check. Add □ to any allied character's next check, including the active character.
or ✲	Negate the targeted enemy's defensive bonuses (such as the defense gained from cover, equipment, or the Guarded Stance maneuver) until the end of the current round. Ignore penalizing environmental effects such as inclement weather, zero gravity, or similar effects until the end of the active character's next turn. When dealing damage to a target, have the attack disable the opponent or one piece of gear rather than dealing wounds or strain. This could include hobbling him temporarily with a shot to the leg, or causing him to drop his blaster. This should be agreed upon by the player and the GM, and the effects are up to the GM (although the Critical Injury table is a good resource to consult for possible effects). Gain +1 melee or ranged defense until the end of the active character's next turn. Force the target to drop a weapon it is wielding.
✲	Upgrade the difficulty of the targeted character's next check. Upgrade any allied character's next check, including the current active character. Do something vital, such as shooting the controls to the nearby blast doors to seal them shut.
✲ ✲	When dealing damage to a target, have the attack destroy a piece of equipment the target is using, such as blowing up his blaster or destroying a personal shield generator. Destroy the lightsaber an opponent is wielding. At the GM's discretion, the lightsaber crystal may be salvaged.

DIFFICULTY LEVELS PAGE 26

Difficulty Level	Dice	Example
Simple	–	Routine, with the outcome rarely in question. Usually not checked unless the GM wishes to know the magnitude of success, or ■ indicate the possibility of complications.
Easy	◆	Picking a primitive lock, tending to minor cuts and bruises, finding food and shelter on a lush planet, shooting a target at close range.
Average	◆◆	Picking a typical lock, stitching up a small wound, finding food and shelter on a temperate planet, shooting a target at medium range, or trying to strike a target while engaged.
Hard	◆◆◆	Picking a complicated lock, setting broken bones or suturing large wounds, finding food and shelter on a rugged planet, shooting at a target at long range.
Daunting	◆◆◆◆	Picking an exceptionally sophisticated lock, performing surgery or grafting implants, finding food and shelter on a barren desert planet, shooting at a target at extreme range.
Formidable	◆◆◆◆◆	Picking a lock with no comprehensible mechanism, cloning a new body, finding food and shelter on a planet without breathable atmosphere.

ATTACK DIFFICULTIES PAGE 210

Rng Band	Difficulty
Engaged	**Easy (◆)** plus modifiers depending on weapon used, see below.
Short	**Easy (◆)**
Medium	**Average (◆◆)**
Long	**Hard (◆◆◆)**
Extreme	**Daunting (◆◆◆◆)**
Melee attacks (Brawl or Melee checks) are always **Average (◆◆)**.	

RANGED DIFFICULTY MODIFIERS PAGE 217

Condition	Modifier
Engaged w/Ranged (Light)	+1 difficulty
Engaged w/Ranged (Heavy)	+2 difficulty
Engaged w/Gunnery	May not make Gunnery checks when engaged with an opponent.

SPENDING THREAT AND DESPAIR IN COMBAT PAGE 212

Cost	Result Options
⬡ or ▽	The active character suffers 1 strain (this option may be selected more than once). The active character loses the benefits of a prior maneuver (such as from taking cover or assuming a Guarded Stance) until he performs the maneuver again.
⬡ ⬡ or ▽	An opponent may immediately perform one free maneuver in response to the active character's check. Add □ to the targeted character's next check. The active character or an allied character suffers ■ on his next action.
⬡ ⬡ ⬡ or ▽	The active character falls prone. The active character grants the enemy a significant advantage in the ongoing encounter, such as accidentally blasting the controls to a bridge he was planning to use for his escape.
▽	The character's ranged weapon immediately runs out of ammunition and may not be used for the remainder of the encounter. Upgrade the difficulty of an allied character's next check, including the current active character. The tool or melee weapon the character is using becomes damaged.

RANGED WEAPONS PAGE 168

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Energy Weapons									
Holdout Blaster	Ranged (Light)	5	4	Short	1	1	200	4	Stun setting
Light Blaster Pistol	Ranged (Light)	5	4	Medium	1	2	300	4	Stun setting
Blaster Pistol	Ranged (Light)	6	3	Medium	1	3	400	4	Stun setting
Heavy Blaster Pistol	Ranged (Light)	7	3	Medium	2	3	700	6	Stun setting
Blaster Carbine	Ranged (Heavy)	9	3	Medium	3	4	850	5	Stun setting
Blaster Rifle	Ranged (Heavy)	9	3	Long	4	4	900	5	Stun setting
Slugthrowers									
Slugthrower Pistol	Ranged (Light)	4	5	Short	1	0	100	3	
Slugthrower Rifle	Ranged (Heavy)	7	5	Medium	5	1	250	3	Cumbersome 2
Explosives and Other Weapons									
Missile Tube	Gunnery	20	2	Extreme	7	4	(R) 7,500	8	Blast 10, Cumbersome 3, Guided 3, Breach 1, Prepare 1, Limited Ammo 6
Frag Grenade	Ranged (Light)	8	4	Short	1	0	50	5	Blast 6, Limited Ammo 1
Stun Grenade	Ranged (Light)	8	NA	Short	1	0	75	4	Disorient 3, Stun Damage, Blast 8, Limited Ammo 1
Thermal Detonator	Ranged (Light)	20	2	Short	1	0	(R) 2,000	8	Blast 15, Breach 1, Vicious 4, Limited Ammo 1

MELEE WEAPONS PAGE 172

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Brawl Weapons									
Brass Knuckles	Brawl	+1	4	Engaged	1	0	25	0	Disorient 3
Cortosis Guantlets	Brawl	+1	4	Engaged	3	2	1,000	7	Cortosis
Shock Gloves	Brawl	+0	5	Engaged	0	1	300	2	Stun 3
Melee Weapons									
Ancient Sword	Lightsaber	+2	3	Engaged	3	1	350	8	Defensive 1
Combat Knife	Melee	+1	3	Engaged	1	0	25	1	
Cortosis Shield	Melee	+0	6	Engaged	4	0	900	7	Cortosis, Cumbersome 3, Defensive 2, Deflection 2
Cortosis Staff (Refined)	Melee	+3	5	Engaged	4	2	2,500	7	Cortosis
Cortosis Sword	Melee	+2	3	Engaged	3	2	1,350	7	Cortosis, Defensive 1
Electrostaff	Melee	+4	3	Engaged	4	3	4,500	6	Cortosis, Cumbersome 3, Linked 1, Stun setting, Unwieldy 3
Force Pike	Melee	+3	2	Engaged	3	3	500	4	Pierce 2, Stun setting
Truncheon	Melee	+2	5	Engaged	2	0	15	1	Disorient 2
Vibro-ax	Melee	+3	2	Engaged	4	3	750	5	Pierce 2, Sunder, Vicious 3
Vibroknife	Melee	+1	2	Engaged	1	2	250	3	Pierce 2, Vicious 1
Vibrosword	Melee	+2	2	Engaged	3	3	750	5	Defensive 1, Pierce 2, Vicious 1
Lightsaber Weapons									
Basic Lightsaber	Lightsaber	6	2	Engaged	1	5	(R) 9,300	10	Breach 1, Sunder
Double-bladed Saber	Lightsaber	6	2	Engaged	2	4	(R) 18,600	10	Breach 1, Linked 1, Sunder, Unwieldy 3
Lightsaber Pike	Lightsaber	6	2	Engaged	3	3	(R) 9,600	10	Breach 1, Cumbersome 3, Defensive 1, Sunder
Shoto	Lightsaber	5	2	Engaged	1	3	(R) 9,300	10	Accurate 1, Breach 1, Sunder
Training Lightsaber	Lightsaber	6	–	Engaged	1	5	400	6	Stun Damage
Improvised Weapons									
Small	Melee	+1	5	Engaged	1				-
Medium	Melee	+2	5	Engaged	3				Cumbersome 2
Large	Melee	+3	5	Engaged	4				Cumbersome 4

ITEM QUALITIES PAGE 161

The following are summaries of weapon qualities. Full descriptions can be found in the Core Rulebook. Active qualities require ◆◆ to trigger unless listed otherwise.

Accurate (Passive): Add ▢ per rating to attack checks.

Auto-fire (Active): Increase difficulty of attack checks by one. May trigger multiple times to generate additional hits.

Breach (Passive): Ignore 1 point of armor (10 points of soak) per rating.

Burn (Active): When triggered, target suffers weapon's base damage for a number of rounds equal to rating.

Blast (Active): When triggered, targets engaged with target suffer wounds equal to rating.

Concussive (Active): When triggered, target is staggered a number of rounds equal to rating.

Cortosis (Passive): Weapons are immune to Sunder, armor is immune to Pierce and Breach.

Cumbersome (Passive): Must have Brawn equal to rating, or increase difficulty by difference to all checks.

Defensive (Passive): Increase melee defense by rating.

Deflection (Passive): Increase ranged defense by rating.

Disorient (Active): When triggered, target is disoriented a number of rounds equal to rating.

Ensnare (Active): When triggered, target is immobilized a number of rounds equal to rating.

Guided (Active): Requires ◆◆◆ to trigger. If triggered and attack misses, makes additional attack with ability equal to Guided rating.

Knockdown (Active): Requires additional ◆ per silhouette beyond 1 to trigger. When triggered, target is knocked prone.

Inaccurate (Passive): Adds ■ to attack checks equal to rating.

Inferior (Passive): Adds ⚙ to all check results, decreases base damage or defense by 1 (if no defense, then decreases soak by 1).

Ion (Passive): Deal damage as system strain.

Limited Ammo (Passive): May make number of attacks equal to rating, then must be reloaded.

Linked (Active): When triggered, may generate additional hit on same target. May trigger number of times equal to rating.

Pierce (Passive): Ignores number of points of soak equal to rating.

Prepare (Passive): Must perform a number of preparation maneuvers equal to rating before using weapon.

Slow-Firing (Passive): After using, must wait number of rounds equal to rating before using again.

Stun (Active): When triggered, inflicts strain equal to rating.

Stun Damage (Passive): Attacks deal damage as strain instead of wounds. This is still reduced by soak.

Sunder (Active): Trigger to damage weapon or item.

Superior (Active): Adds ◆ to all check results, increases base damage by 1 or soak by 1.

Tractor (Passive): On hit, target may not move unless it passes a check to break free.

Unwieldy (Passive): Must have Agility equal to rating, or increase difficulty by difference to all checks.

Vicious (Passive): When scoring a Critical Injury or Hit, add 10 times rating to the result.

CHARACTER CRITICAL INJURY RESULTS PAGE 225

d100	Severity	Result
01–05	Easy (◆)	**Minor Nick:** The target suffers 1 strain.
06–10	Easy (◆)	**Slowed Down:** The target can only act during the last allied Initiative slot on his next turn.
11–15	Easy (◆)	**Sudden Jolt:** The target drops whatever is in hand.
16–20	Easy (◆)	**Distracted:** The target cannot perform a free maneuver during his next turn.
21–25	Easy (◆)	**Off-Balance:** Add ■ to the target's next skill check.
26–30	Easy (◆)	**Discouraging Wound:** Flip one light side Destiny Point to a dark side Destiny Point (reverse if NPC).
31–35	Easy (◆)	**Stunned:** The target is staggered until the end of his next turn.
36–40	Easy (◆)	**Stinger:** Increase difficulty of next check by one.
41–45	Average (◆◆)	**Bowled Over:** The target is knocked prone and suffers 1 strain.
46–50	Average (◆◆)	**Head Ringer:** The target increases the difficulty of all Intellect and Cunning checks by one until the end of the encounter.
51–55	Average (◆◆)	**Fearsome Wound:** The target increases the difficulty of all Presence and Willpower checks by one until the end of the encounter.
56–60	Average (◆◆)	**Agonizing Wound:** The target increases the difficulty of all Brawn and Agility checks by one until the end of the encounter.
61–65	Average (◆◆)	**Slightly Dazed:** The target is disoriented until the end of the encounter.
66–70	Average (◆◆)	**Scattered Senses:** The target removes all □ from skill checks until the end of the encounter.
71–75	Average (◆◆)	**Hamstrung:** The target loses his free maneuver until the end of the encounter.
76–80	Average (◆◆)	**Overpowered:** The target leaves himself open, and the attacker may immediately attempt another free attack against him, using the exact same pool as the original attack.
81–85	Average (◆◆)	**Winded:** Until the end of the encounter, the target cannot voluntarily suffer strain to activate any abilities or gain additional maneuvers.
86–90	Average (◆◆)	**Compromised:** Increase difficulty of all skill checks by one until the end of the encounter.
91–95	Hard (◆◆◆)	**At the Brink:** The target suffers 1 strain each time he performs an action.
96–100	Hard (◆◆◆)	**Crippled:** One of the target's limbs (selected by the GM) is crippled until healed or replaced. Increase difficulty of all checks that require use of that limb by one.
101–105	Hard (◆◆◆)	**Maimed:** One of the target's limbs (selected by the GM) is permanently lost. Unless the target has a cybernetic replacement, the target cannot perform actions that would require the use of that limb. All other actions gain ■.
106–110	Hard (◆◆◆)	**Horrific Injury:** Roll 1d10 to determine which of the target's characteristics is affected: 1–3 for Brawn, 4–6 for Agility, 7 for Intellect, 8 for Cunning, 9 for Presence, 10 for Willpower. Until this Critical Injury is healed, treat that characteristic as 1 point lower.
111–115	Hard (◆◆◆)	**Temporarily Lame:** Until this Critical Injury is healed, the target cannot perform more than one maneuver during his turn.
116–120	Hard (◆◆◆)	**Blinded:** The target can no longer see. Upgrade the difficulty of all checks twice. Upgrade the difficulty of Perception and Vigilance checks three times.
121–125	Hard (◆◆◆)	**Knocked Senseless:** The target is staggered for the remainder of the encounter.
126–130	Daunting (◆◆◆◆)	**Gruesome Injury:** Roll 1d10 to determine which of the target's characteristics is affected: 1–3 for Brawn, 4–6 for Agility, 7 for Intellect, 8 for Cunning, 9 for Presence, 10 for Willpower. That characteristic is permanently reduced by 1, to a minimum of 1.
131–140	Daunting (◆◆◆◆)	**Bleeding Out:** Every round, the target suffers 1 wound and 1 strain at the beginning of his turn. For every 5 wounds he suffers beyond his wound threshold, he suffers 1 additional Critical Injury. Roll on the chart, suffering the injury (if he suffers this result a second time due to this, roll again).
141–150	Daunting (◆◆◆◆)	**The End Is Nigh:** The target will die after the last Initiative slot during the next round.
151+	–	**Dead:** Complete, obliterated death.

When rolling for a Critical Injury, add +10 for every Critical Injury the character is already suffering.

MANEUVERS AND ACTIONS IN ENCOUNTERS PAGE 206

During a character's turn, the character can perform one action and one maneuver. The character can also suffer two strain to perform one additional maneuver, as long as they do not perform more than two maneuvers total during their turn.

Maneuvers

Aim: Gain a bonus on the next attack.

Assist: Grant a bonus to an ally's check.

Guarded Stance: Take penalties to melee attacks for a bonus to melee defense.

Interact with the Environment: This could be anything from moving objects to manipulating control panels.

Manage Gear: Draw, holster, or put away weapons and items, or load a weapon.

Mount or Dismount: Mount or dismount from a vehicle or animal.

Move: Move within range bands or change ranges with something else.

Drop Prone or Stand from Prone: Drop to the prone position or stand up.

Preparation: Take a maneuver to prepare something for something else.

Actions

Exchange an Action for a Maneuver: Take a maneuver instead of an action.

Spend an Action to Activate an Ability: Some abilities require spending actions without checks.

Activate a Force Power: Use a Force power.

Perform a Skill Check: Anything that requires a skill check requires an action to perform unless specifically stated otherwise.

Perform a Combat Check: Perform a skill check with additional rules to attack someone.

ARMOR PAGE 179

Type	Defense	Soak
Adverse Environment Gear	0	1
Armored Clothing	1	1
Heavy Battle Armor	1	2
Heavy Clothing	0	1
Laminate Armor	0	2
Personal Deflector Shield	2	0
Padded Armor	0	2

VEHICLE CRITICAL HIT RESULTS PAGE 250

d100	Severity	Result
01–09	Easy (◆)	**Mechanical Stress:** The ship or vehicle suffers 1 point of system strain.
10–18	Easy (◆)	**Jostled:** A small explosion or impact rocks the vehicle. All crew members suffer 1 strain and are disoriented for one round.
19–27	Easy (◆)	**Losing Power to Shields:** Decrease defense in affected defense zone by 1 until the Critical Hit is repaired. If the ship or vehicle has no defense, suffer 1 point of system strain.
28–36	Easy (◆)	**Knocked Off Course:** A particularly strong blast or impact sends the ship or vehicle careening off in a new direction. On his next turn, the pilot cannot execute any maneuvers and must make a Piloting check to regain control. The difficulty of this check depends on his current speed.
37–45	Easy (◆)	**Tailspin:** All firing from the ship or vehicle suffers ■■ until the end of the pilot's next turn. All crewmembers are immobilized until the end of the pilot's next turn.
46–54	Easy (◆)	**Component Hit:** One component of the attacker's choice is knocked offline, and is rendered inoperable until the end of the following round. For a list of ship components, see **Table 7–10: Small Ship or Vehicle Components** or **Table 7–11: Large Ship or Vehicle Components** depending on target ship silhouette.
55–63	Average (◆◆)	**Shields Failing:** Reduce defense in all defense zones by 1 point until the Critical Hit is repaired. If the ship or vehicle has no defense, suffer 2 points of system strain.
64–72	Average (◆◆)	**Navicomputer Failure:** The navicomputer (or in the case of a ship without a navicomputer, its R2 unit) fails and the ship cannot make the jump to hyperspace until the Critical Hit is repaired. If the ship or vehicle is without a hyperdrive, the vehicle or ship's navigation systems fail, leaving it flying or driving blind, unable to tell where it is or where it's going.
73–81	Average (◆◆)	**Power Fluctuations:** The ship or vehicle is beset by random power surges and outages. The pilot cannot voluntarily inflict system strain on the ship (to gain an extra starship maneuver, for example), until this Critical Hit is repaired.
82–90	Hard (◆◆◆)	**Shields Down:** Decrease defense in affected defense zone to 0, and decrease defense in all other defense zones by 1 until this Critical Hit is repaired. While the defense of the affected defense zone cannot be restored until the Critical Hit is repaired, defense can be assigned to protect that defense zone from other zones as usual. If the ship or vehicle is without defense, suffer 4 points of system strain.
91–99	Hard (◆◆◆)	**Engine Damaged:** The ship or vehicle's maximum speed is reduced by 1 point, to a minimum of 1, until the Critical Hit is repaired.
100–108	Hard (◆◆◆)	**Shield Overload:** The ship's shields completely fail. Decrease the defense of all defense zones to 0. This Critical Hit cannot be repaired until the end of the encounter, and the ship suffers 2 points of system strain. If the ship or vehicle is without defense, reduce armor by 1 until the Critical Hit is repaired.
109–117	Hard (◆◆◆)	**Engines Down:** The ship or vehicle's maximum speed is reduced to 0 until the Critical Hit is repaired, although it continues on its present course thanks to momentum. In addition, the ship cannot execute any maneuvers until the Critical Hit is repaired.
118–126	Hard (◆◆◆)	**Major System Failure:** One component of the attacker's choice is heavily damaged, and is inoperable until the Critical Hit is repaired. For a list of ship components, see **Table 7–10: Small Ship or Vehicle Components** or **Table 7–11: Large Ship or Vehicle Components** depending on target ship silhouette.
127–133	Daunting (◆◆◆◆)	**Major Hull Breach:** A huge, gaping tear is torn in the ship's hull and it depressurizes. For ships and vehicles of silhouette 4 and smaller, the entire ship depressurizes in a number of rounds equal to the ship's silhouette. Ships and vehicles of silhouette 5 and larger tend to be highly compartmentalized and have many safeguards against depressurization. These ships don't completely depressurize, but parts do (the specifics of which parts depressurize is up to the GM; however, each section of the ship or vehicle that does lose air does so in a number of rounds equal to the vehicle's silhouette). Vehicles and ships operating in an atmosphere can better handle this Critical Hit. However, the huge tear still inflicts penalties, causing the vehicle to suffer the Destabilized Critical Hit instead.
134–138	Daunting (◆◆◆◆)	**Destabilized:** The ship or vehicle's structural integrity is seriously damaged. Reduce the ship or vehicle's hull trauma threshold and system strain threshold to half their original values until repaired.
139–144	Daunting (◆◆◆◆)	**Fire!:** Fire rages through the ship. The ship or vehicle immediately takes 2 points of system strain, and anyone caught in the fire takes damage as discussed on page 220. A fire can be put out with some quick thinking and appropriate skill, Vigilance, and/or Cool checks at the Game Master's discretion. Once going, a fire takes one round per 2 of the ship's silhouette points to extinguish.
145–153	Daunting (◆◆◆◆)	**Breaking Up:** The vehicle or ship has suffered so much damage that it begins to come apart at its seams, breaking up and disintegrating around the crew. At the end of the following round, the ship is completely destroyed and the surrounding environment is littered with debris. Anyone aboard the ship or vehicle has one round to get to an escape pod, bail out, or dive for the nearest hatch before they are lost.
154+	–	**Vaporized:** The ship or vehicle is completely destroyed, consumed in a particularly large and dramatic fireball. Nothing survives.

When rolling for a Critical Hit, add +10 for every Critical Hit the starship or vehicle is already suffering.

SILHOUETTE COMPARISON PAGE 242

Difference in Silhouette	Difficulty
Firing vessel has the same silhouette as target, or the silhouette is 1 larger or smaller than the target.	Average (◆◆)
Firing vessel has a silhouette 2 or more points smaller than the target vessel.	Easy (◆)
Firing vessel has a silhouette 2 points larger than the target ship.	Hard (◆◆◆)
Firing vessel has a silhouette 3 points larger than the target ship.	Daunting (◆◆◆◆)
Firing vessel has a silhouette 4 or more points larger than target ship.	Formidable (◆◆◆◆◆)

DAMAGE CONTROL DIFFICULTY PAGE 240

Total Strain	Total Hull Trauma	Difficulty
System strain less than half system strain threshold.	Hull trauma less than half vehicle's hull trauma threshold.	Easy (◆)
System strain equal to or more than half vehicle's system strain threshold.	Hull trauma equal to or more than half vehicle's hull trauma threshold.	Average (◆◆)
System strain exceeds vehicle's system strain threshold.	Hull trauma exceeds vehicle's hull trauma threshold.	Hard (◆◆◆)

MEDICAL CHECK DIFFICULTY PAGE 226

Current Wounds	Medicine Check
Current wounds equal half or less of wound threshold.	Easy (◆)
Current wounds equal more than half of wound threshold.	Average (◆◆)
Current wounds exceed wound threshold.	Hard (◆◆◆)
Recover Critical Injury.	Critical Injury severity rating

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